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WINTER/SPRING 1993

GAME PLAYERS® ENCYCLOPEDIA of Nintendo® Games

Volume Six

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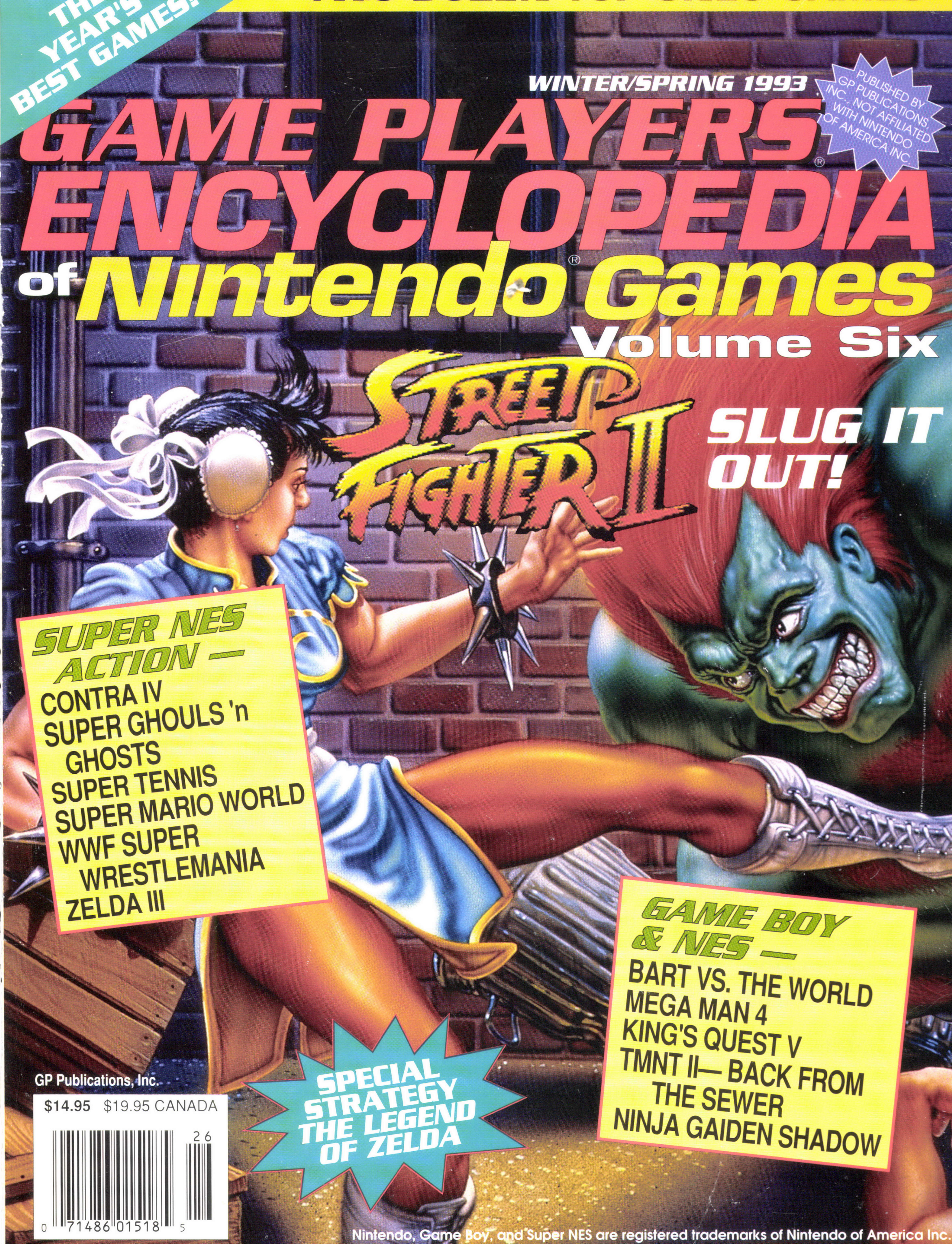

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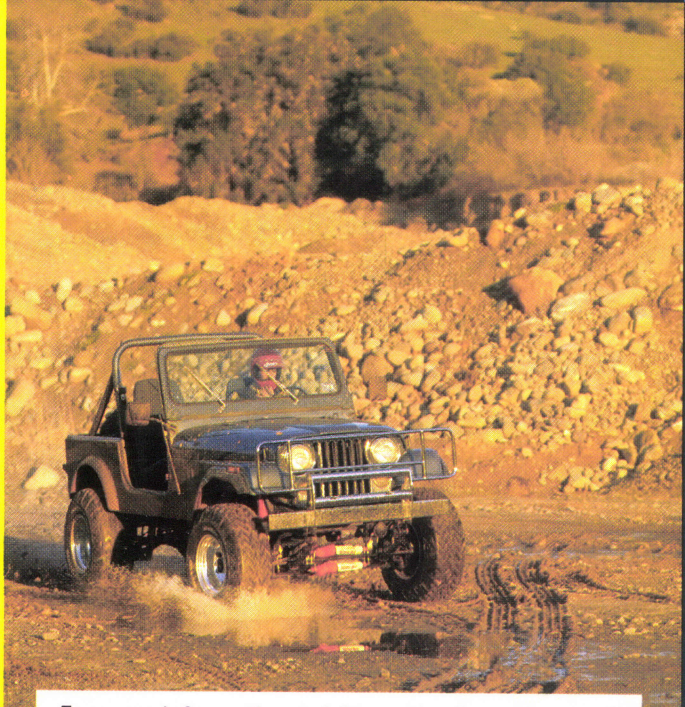

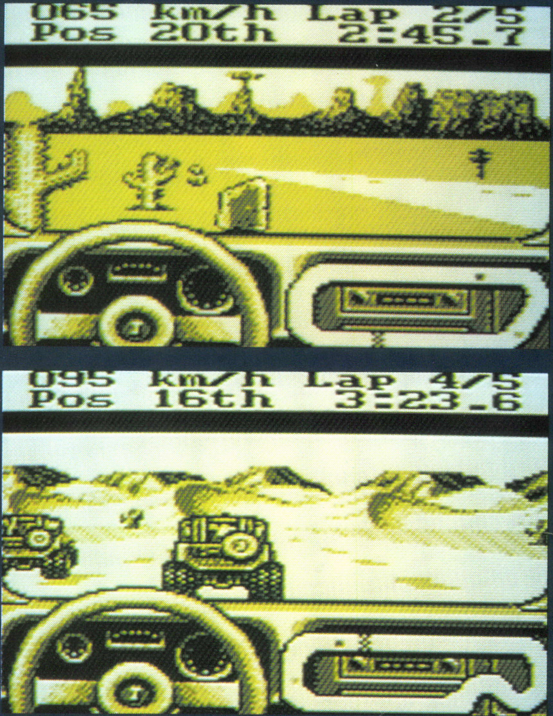

```
065 km/h Lap 2/5
Pos 20th  2:45.7
```

```
095 km/h Lap 4/5
Pos 16th  3:23.6
```

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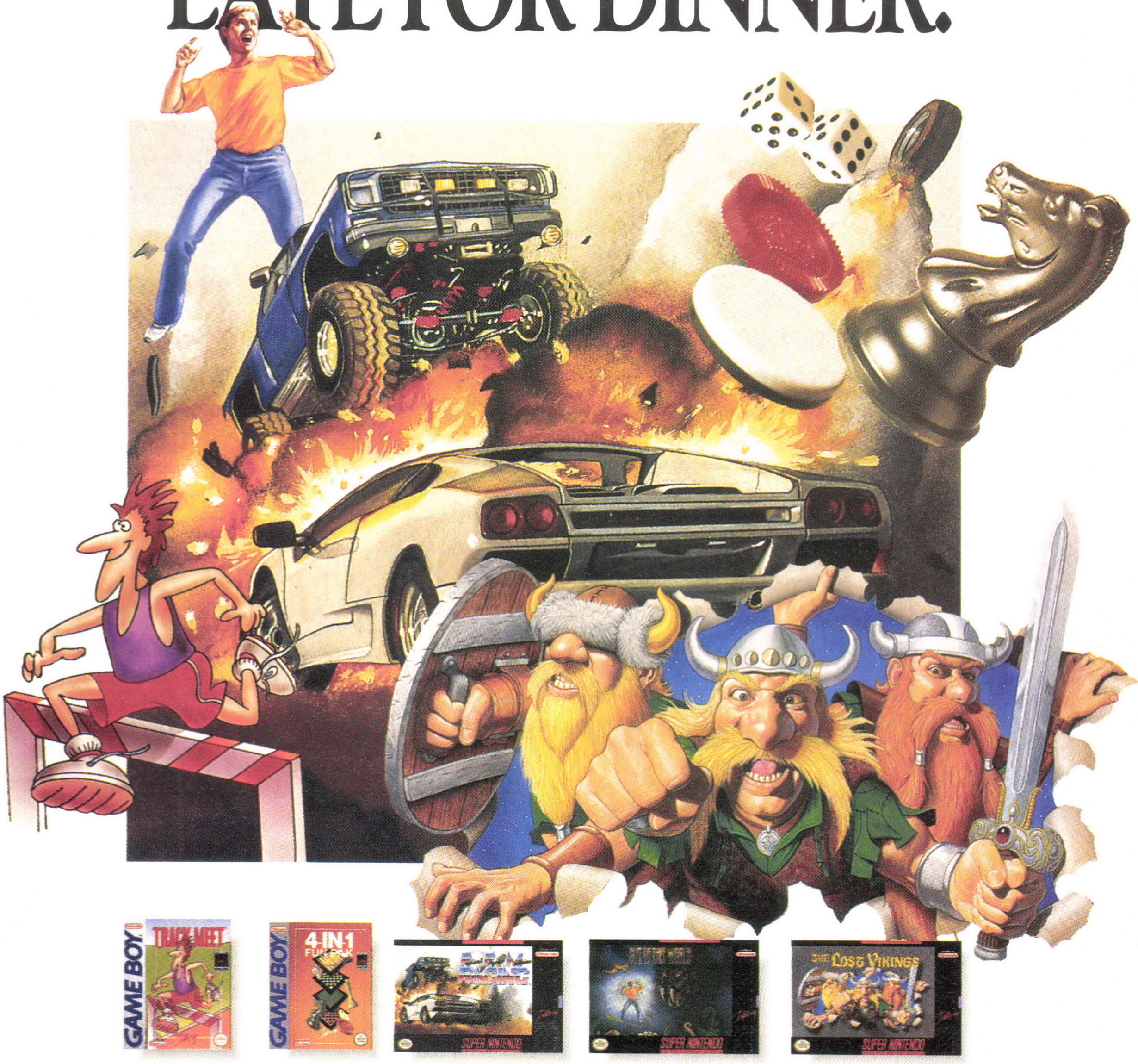
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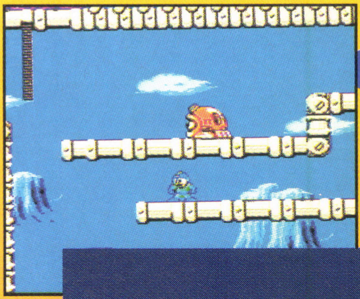

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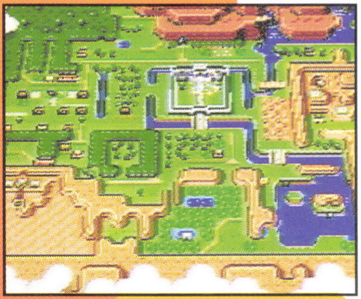

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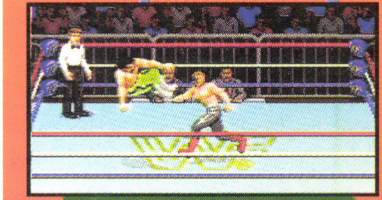

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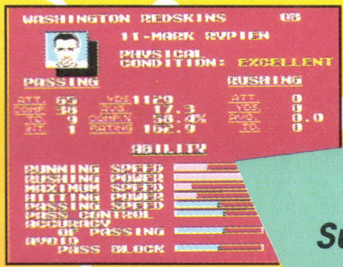
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11-MARK RYPIEN
PHYSICAL CONDITION: EXCELLENT
PASSING
ATT. 65 YDS 1129
COMP 38 AVG. 17.3
TD 9 COMP% 58.4%
INT. 1 RATING 102.9
RUSHING
ATT. 0
YDS 0
AVG. 0.0
TD 0
ABILITY
RUNNING SPEED
RUSHING POWER
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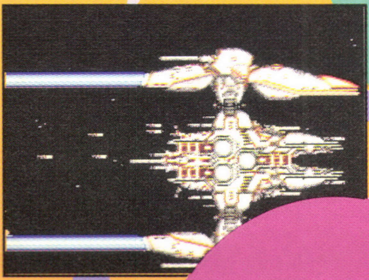

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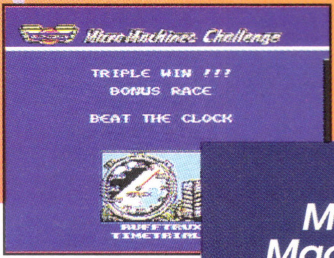

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EDITOR'S NOTES

Among the more than six dozen games included in our sixth encyclopedia are some of the best games ever— not just the best of 1992.

You'd be hard pressed, for example, to find a better arcade translation than *Street Fighter II*, 1992's hottest game. It's hard to top *Super Mario World* in terms of games that are accessible to players of any skill level. And role-playing fans snapped up more than a half million copies of *The Legend of Zelda: A Link to the Past* within the first six months the game was on sale. *Super Tennis* won our Game Players Award for best sports game of 1991, and *Contra IV* is still at the top of the charts in popularity. In addition, *Lemmings* and *Krusty's Super Fun House* took strategy games to new levels.

But this encyclopedia doesn't concentrate on games just for the Super Nintendo. Check out features on three of the best adventures for NES: *Bart vs. the World*, *Mega Man 4*, and *TMNT III: The Manhattan Project*. *King's Quest V* made history when it became the first of the top-rated computer series to be translated for Nintendo. *Tecmo Super Bowl* has armchair quarterbacks flocking to the stores, and combat and puzzle-solving are expertly combined in *Rampart*.

We've also included a special feature on that RPG classic, *The Legend of Zelda*, a game that's still so popular that almost a fifth of our Mailbag letters ask questions about it. And don't overlook our *Dragon Warrior III* maps. If you've had trouble traveling through the Overworld, this is the feature for you!

Game Boy fans can choose from several familiar faces. The Teenage Mutant Ninja Turtles are back for their second Game Boy adventure (they have seven games in all, counting the new Genesis title) with *Back to the Sewers*. Ryu makes his first Game Boy appearance in *Ninja Gaiden Shadow*, and the Belmont family keeps after those vampires in *Castlevania II: Belmont's Revenge*.

In the next few months, you can expect Super Nintendo to keep putting the squeeze on NES and Game Boy. You can also plan to hear more about Nintendo of America's new 32-bit CD-ROM machine. Keep checking *Game Players* for the latest scoop.

Leslie Mizell
Editor

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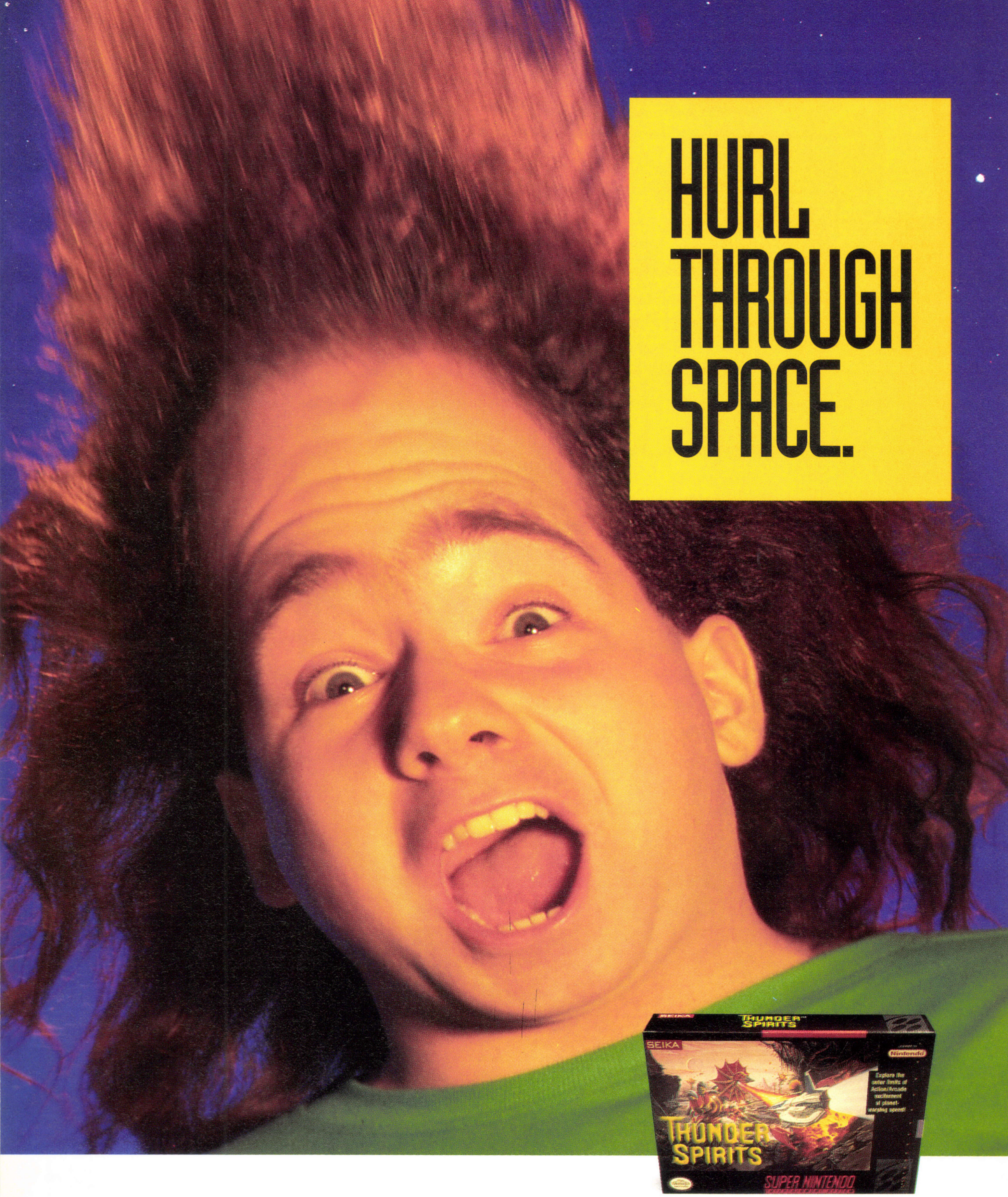
HURL THROUGH SPACE.
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Nintendo
Explore the outer limits of Action/Arcade excitement at planet-warping speed!
THUNDER SPIRITS
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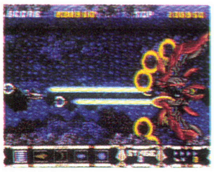
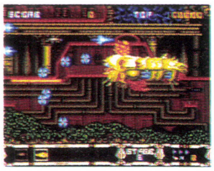

SCORE
TOP
STAGE


SCORE
TOP
STAGE

It's so fast, it'll make your teeth rattle. So intense, it'll make your toes curl. So action-packed, you'll go rocketing, blasting and splashing your way through 8 stages in this Super NES Action/Arcade classic. It may take facing horrific 3-D creatures and multi-level scrolling. It may take a will of iron and nerves of steel. But you've got what it takes! Even if you have to hurl.

SEIKA

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SUPER NES
CAPCOM

The home version of the world's most popular arcade game is finally here! Capcom has managed to cram Ryu, Zangief, Guile, and all of your other favorite street fighters into one *huge* SNES cartridge! Believe it or not, *Street Fighter II* has *all* the features of the coin-op smash, including the number of countries to which you can travel, and the tons of attacks you can master.

For those of you who haven't played *Street Fighter II* in arcades, here's the lowdown on what all the buzz is about. First you choose your character from eight unique fighters, ranging from a Japanese sumo wrestler to a Las Vegas boxer. Next, you compete in a worldwide tournament, traveling to distant lands and challenging champion fighters. Each character has an unbelievable number of attacks that only they know, and to defeat each fighter, you need well-devised strategies.

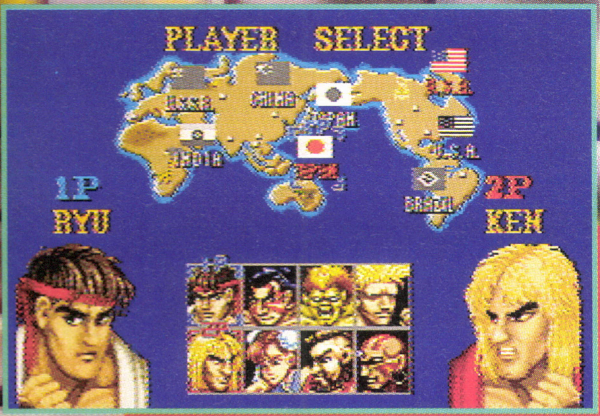
Arcade fans won't miss a single thing in the SNES version. Really! Everything's here — from the beautiful backgrounds to each deadly attack. And those of you who haven't played *Street Fighter II* won't know how much fun you've missed until you try it out for yourself.

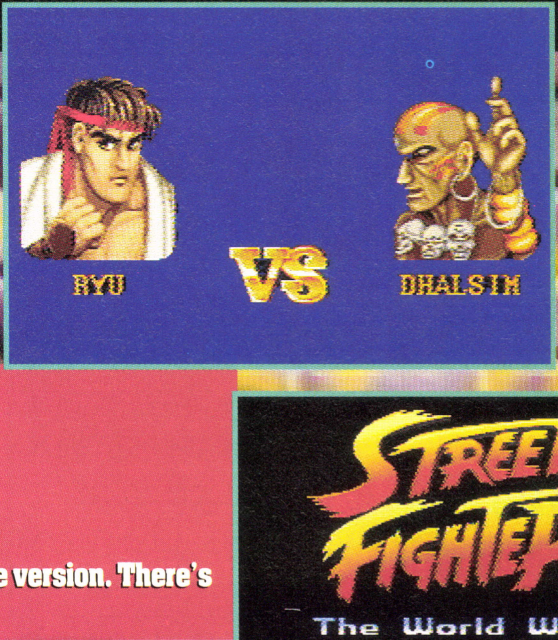
We don't give praise lightly, and *Street Fighter II* is not only a really great game — it's also one of the best arcade translations ever.

Back Alley Slugfest:
STREET FIGHTER II

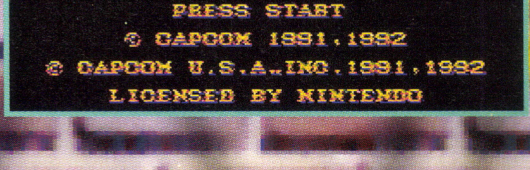
Chris Slate

Capcom; 3303 Scott Blvd.; Santa Clara, CA 95054


PLAYER SELECT
U.S.S.R.
CHINA
JAPAN
U.S.A.
INDIA
U.S.A.
BRAZIL
1P
RYU
2P
KEN


RYU
VS
DHALSIM

Compare these screens with the arcade version. There's no difference at all!


STREET FIGHTER II ™
The World Warrior

PRESS START
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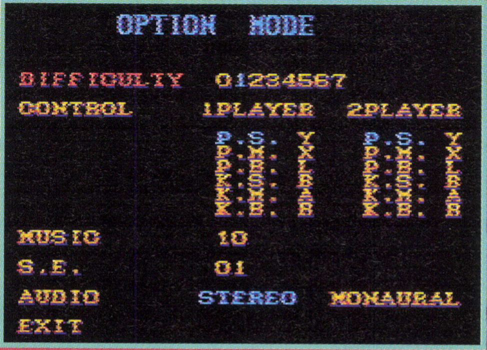
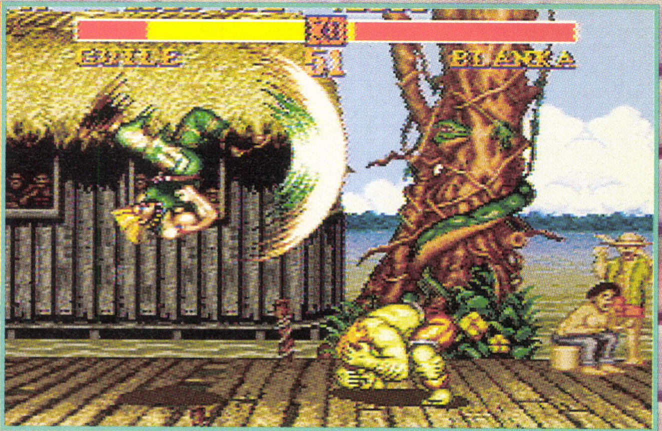


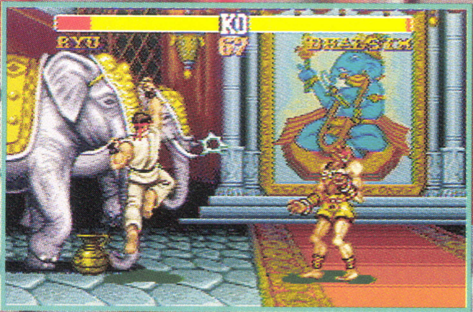
```
        OPTION  MODE

DIFFICULTY  01234567
CONTROL     1PLAYER   2PLAYER
            P.S.  Y   P.S.  Y
            P.M.  X   P.M.  X
            P.B.  L   P.B.  L
            K.S.  R   K.S.  R
            K.M.  A   K.M.  A
            K.B.  B   K.B.  B
MUSIC       10
S.E.        01
AUDIO       STEREO    MONAURAL
EXIT
```

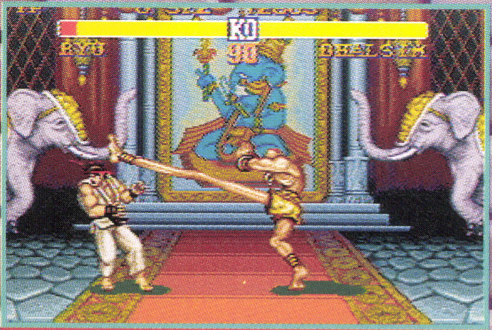
Unlike the coin-op version, the SNES STREET FIGHTER II has an Options screen that allows you to change certain parameters of the game. You can set your own difficulty level or even change the controller configuration.

When Guile demonstrates his patented Somersault Kick, Blanka makes sure to stay out of his way!

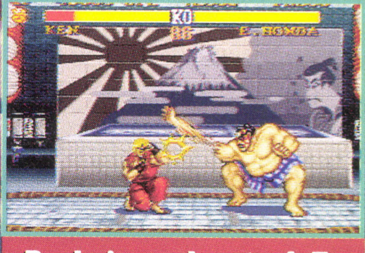




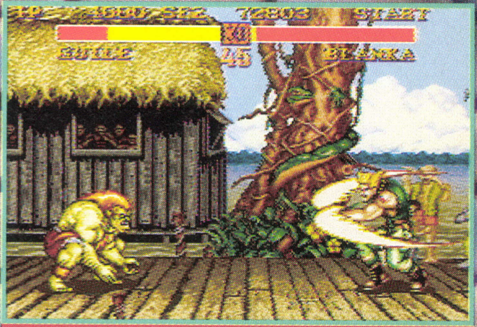
Ryu's Shen Long attack is a super weapon against any opponent! Wait for enemies to come to you; when they get within reach, let them have it!



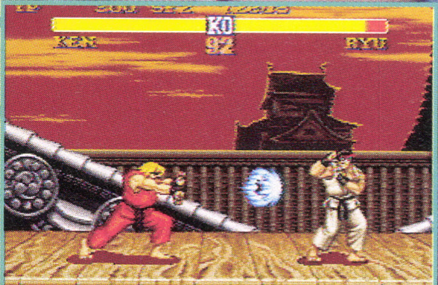
Dhalsim's long reach makes him one of world's most dangerous fighters. When you go up against him, take the fight in close or else he pounds you from across the screen.



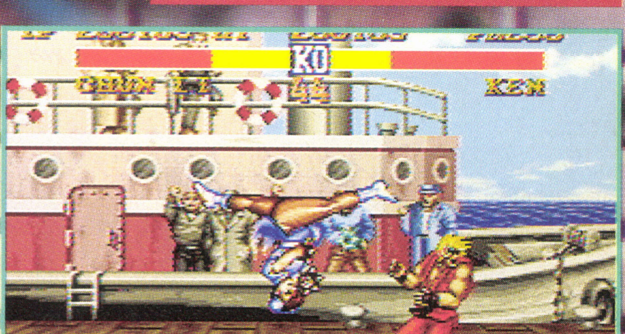
Duck in and out of E. Honda's range as quickly as you can. If you stay too close for a second too long, he nails you with his Lightning Fist attack. It can be blocked, but it still hurts.



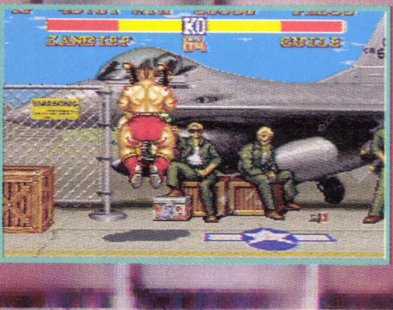
Guile's best weapon is his Sonic Boom. He can quickly whip one after another at you if you give him too much room. When he does this, jump in close to him. If you're Ken or Ryu, use the Hurricane Kick to leap over his shots and take the fight to him.



Ryu and Ken can both throw fireballs, which work best when you have a lot of space between you and your opponent. Be careful not to miss — you're defenseless for a moment after you attack.

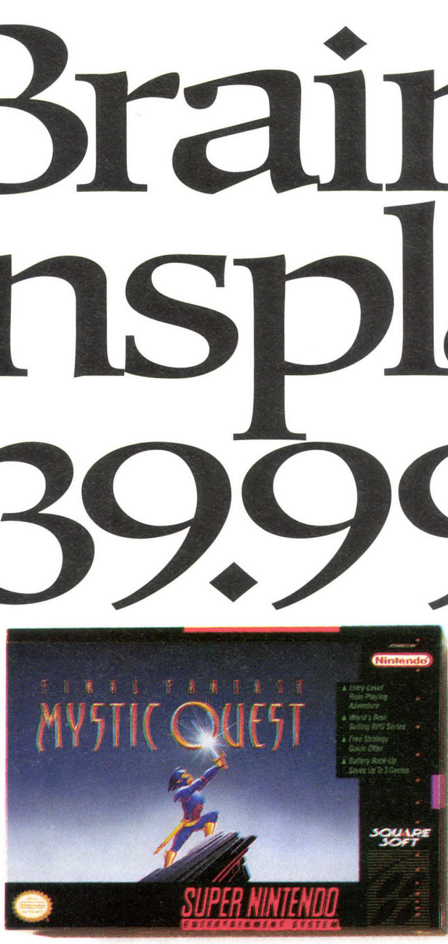


Chun Li's Cyclone Kick can be devastating if you get caught in its full range. However, you can easily duck it if you see it coming in time — so keep your eyes peeled.



All the other warriors have nightmares about Zangief's Screwdriver maneuver. If he manages to catch you in it, then you might as well go ahead and try again in the second round.

Brain Transplant, $39.99.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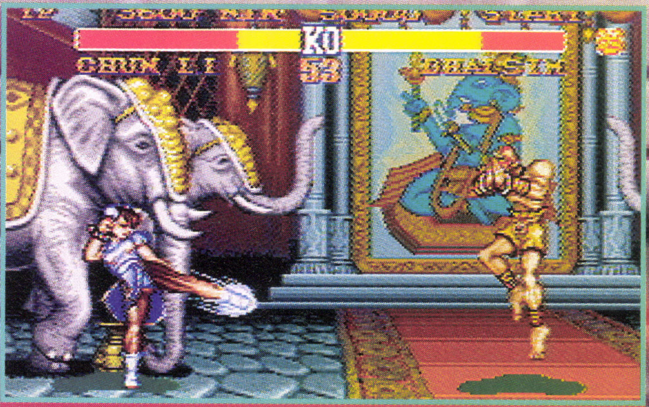
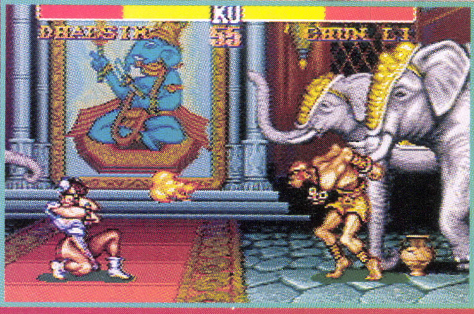
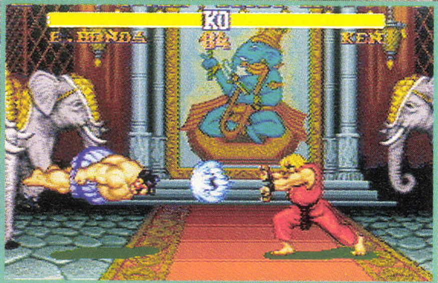
STREET FIGHTER II



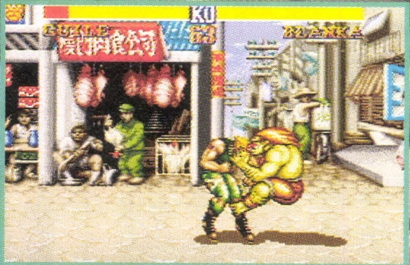
You can't forget about Chun Li's Wind Kick either. The best way to beat her is simply wait for her to leap into the air, then throw roundhouse kicks before she lands.



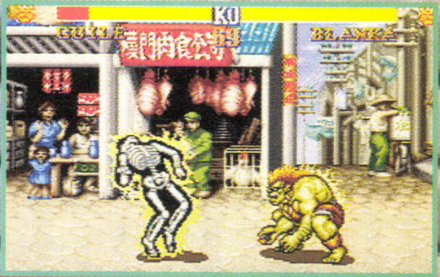
Although Dhalsim's fireball is quite deadly, he can't throw it very far. Step out of its range to avoid getting scorched, but don't stay away for too long or he strikes at you with his super-long reach!



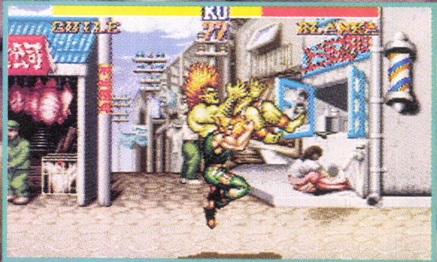
E. Honda's Sumo Torpedo can put a large dent in your tournament hopes. When you see it coming, either jump out of the way or counterattack, possibly with Ken or Ryu's fireball.



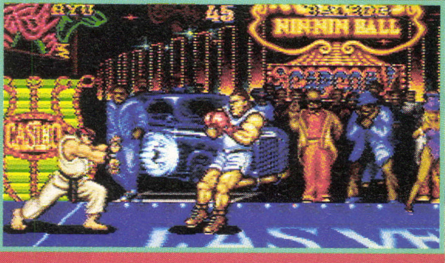
Blanka's Head Bite isn't pretty, but it gets his point across. If he puts it on you, the match is soon over — unless you can quickly shake him off.



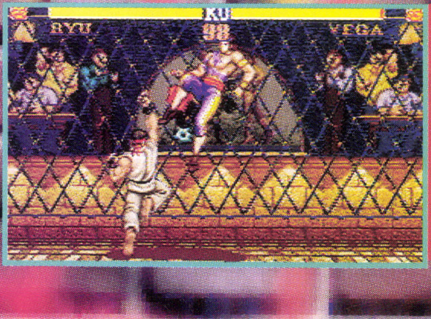
One of Blanka's best weapons is his Shock Therapy attack. Here's a not-so-subtle hint: If he's crouched over and discharging electricity, don't go near him.



Not only is Guile a great distance fighter, but he's got some powerhouse moves for close-quarters combat, too! His Back Drop is a particularly nasty move, so try not to grapple with him unless you're Zangief or Blanka.



Balrog is your toughest challenge so far. Since his Uppercut and Backhand attacks can crush you, try to attack from as far away as possible. Ken or Ryu's fireball sometimes proves very effective against him.



If you make it to Vega, then you've really accomplished something! Unfortunately, your journey will probably end here. Make an effort, though — try hitting him just as he's standing up.

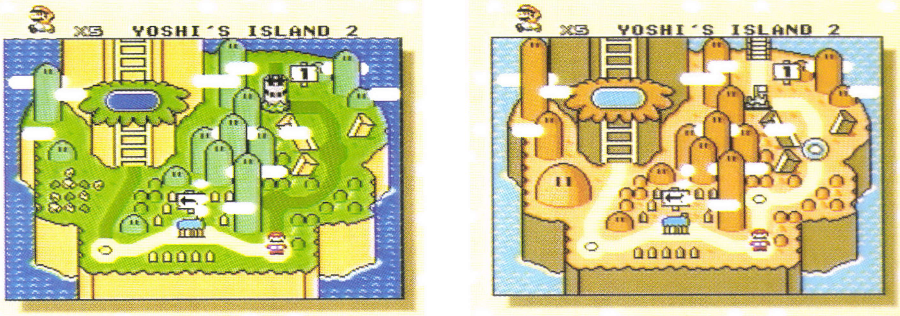
SUPER MARIO WORLD

CHRIS SLATE

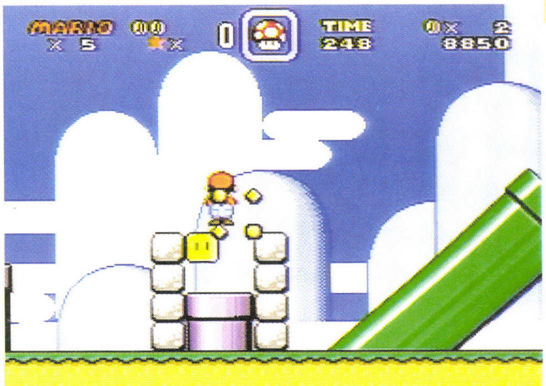
By now, most of you Super NES early birds have been playing *Super Mario World* and finding a healthy supply of tips and tricks — but we bet you haven't uncovered *everything* in this enormous game. With 96 stages to find and conquer, it's going to take most players quite a while.

If you haven't yet cracked *Super Mario World* — or if you've only found *95* stages — join us for a tour of Mario World, from Yoshi Island to Cookie Mountain to the Valley of Bowser. We've combed through every level to find the hidden roads, secret castles, and hidden power-ups you might have missed.

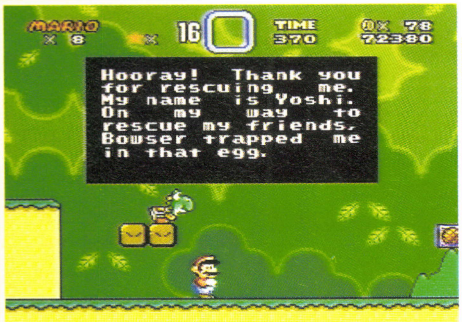
So what are you waiting for? There are mysteries to solve, Koopas to stomp, and — most importantly — a princess to be rescued!



If you manage to complete the Special Zone, the world changes color — and some of the enemies change as well.

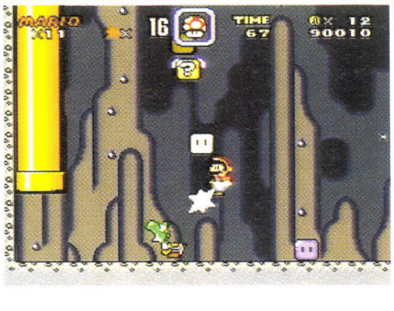


Mario has new moves in *Super Mario World*, such as the spin-jump. Use this technique to clear away unwanted blocks.

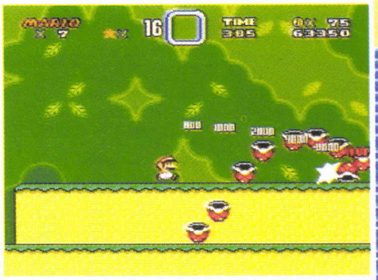


Hooray! Thank you for rescuing me. My name is Yoshi. On my way to rescue my friends, Bowser trapped me in that egg.

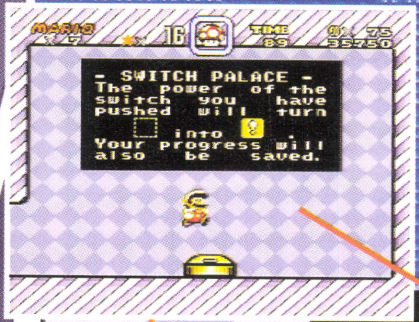
One of the best additions to *Super Mario World* is Yoshi, Mario's trusty dinosaur. Yoshi can gobble Koopa turtles — and almost anything else that gets in his way.



There are many "?" blocks that seem impossible to hit at first glance. But remember that Mario can take whatever he's holding and kick it upward.

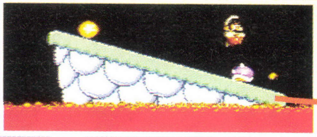


When you throw a shell, try to hit as many enemies as possible. Once your shell has wiped out a few enemies, you're rewarded with one-ups instead of points.

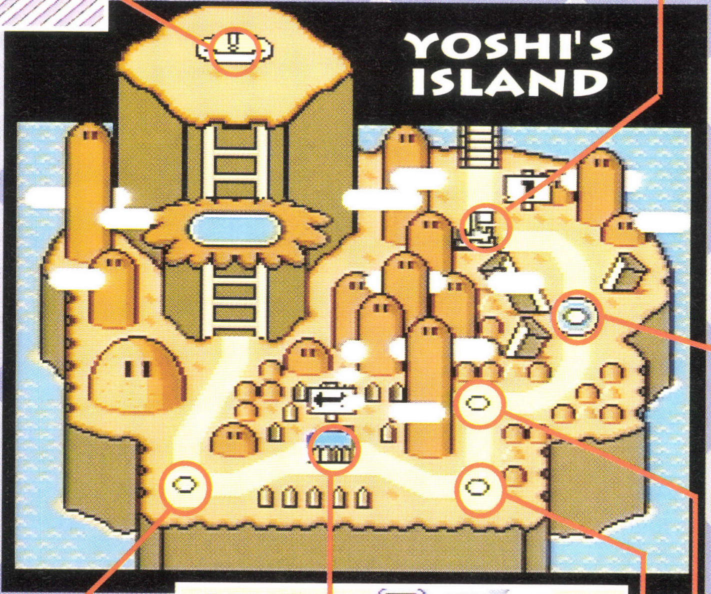


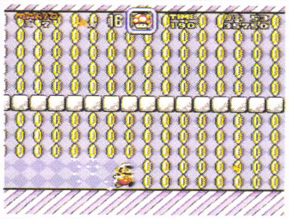
- SWITCH PALACE -
The power of the switch you have pushed will turn ☐ into ! .
Your progress will also be saved.

When you hit the yellow switch, all the invisible blocks on Yoshi Island become yellow. Look for red, blue, and green switch palaces, too.

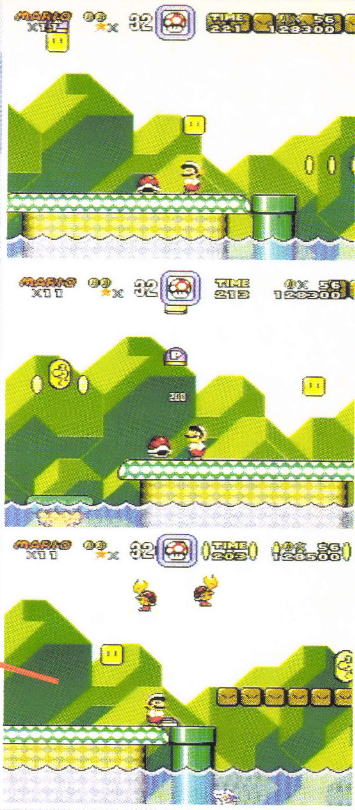


To defeat the first boss, wait until the platform is tilted close to the lava, then jump on his head until you knock him off.

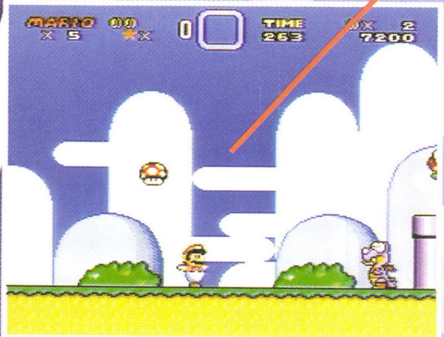




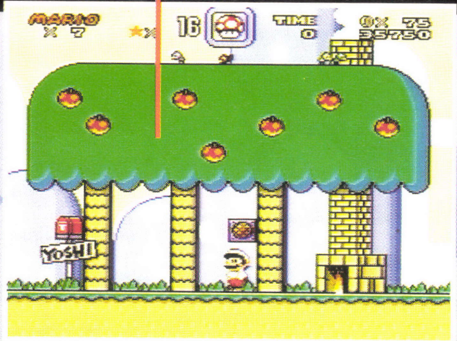
There are tons of coins to find inside the Yellow Switch Palace. Run around as fast as you can to grab them all before your time runs out.



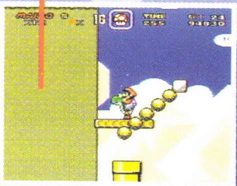
Carry this shell to the left and kick it upward to knock down the switch block. Now throw the block to the right and turn the coins into a bridge over the water.



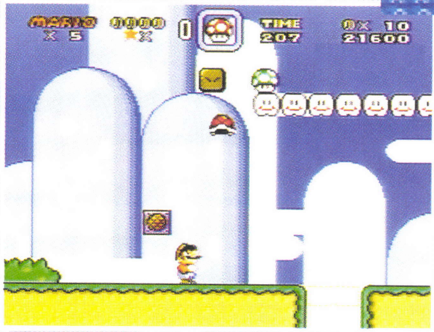
If Mario jets past this bush at top speed, a mushroom appears.



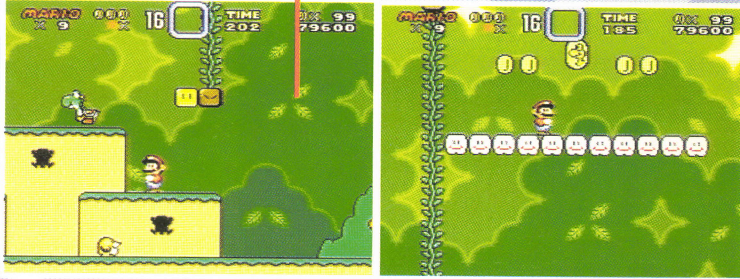
Visiting Yoshi's house, you find that he still hasn't returned from his journey. Could something have happened to him?



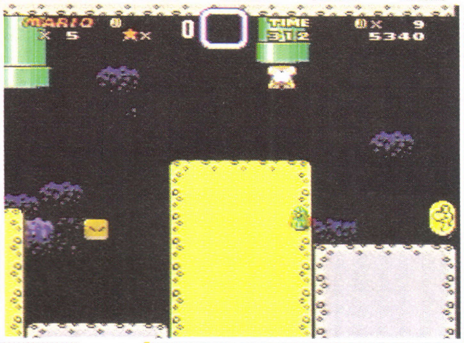
Stay on this platform until it has swung completely around. When it swings low, you can see a yellow pipe that leads to a bonus area.



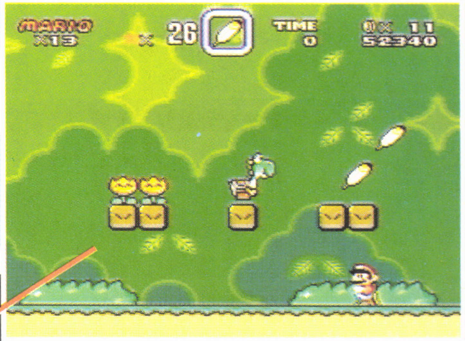
You must kick this Koopa shell upward to strike the block overhead. A one-up mushroom is inside!

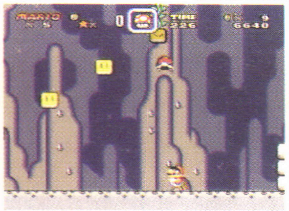


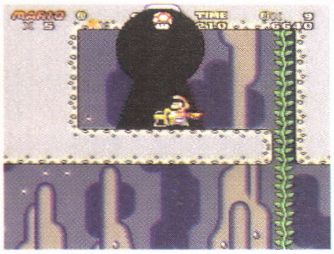
When you get to this spot, you must leave Yoshi behind and climb this vine — there are lots of coins waiting at the top.



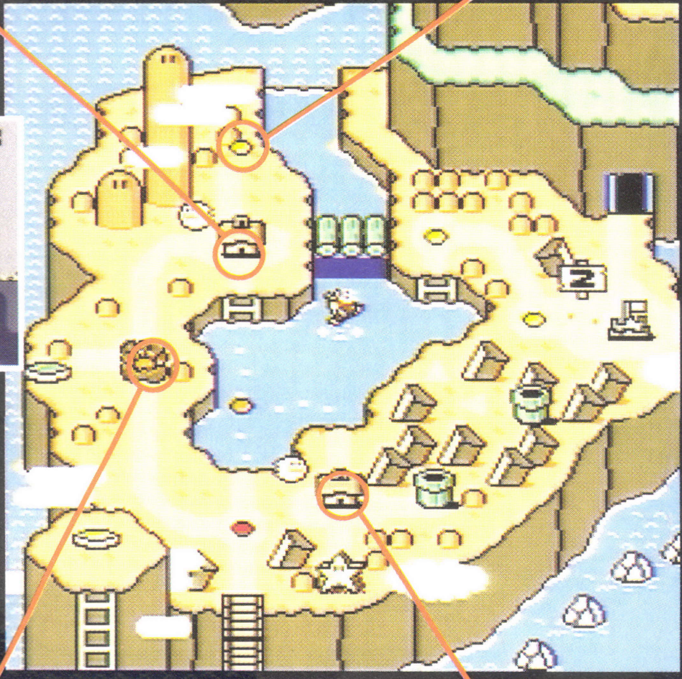
If you go up this pipe, you come to a room with a staircase of blocks. Grab a shell and kick it at the highest block on the stairs to make a vine appear. Climb the other blocks, then scoot up the vine — you'll discover a key and keyhole!



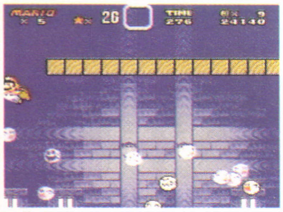


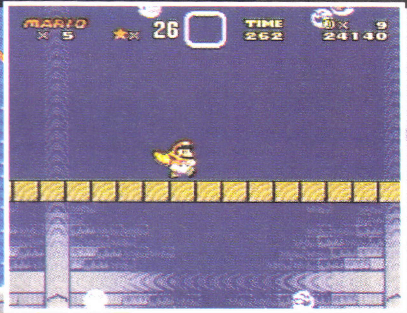


DONUT PLAINS

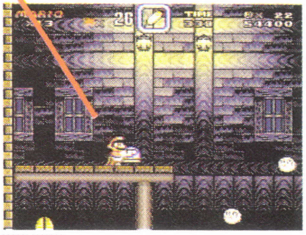


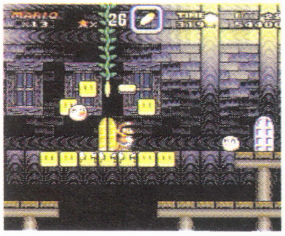
If you use the secret exit to complete the ghost house, you discover a new road that leads to this secret power-up station. You can come here as often as you like!

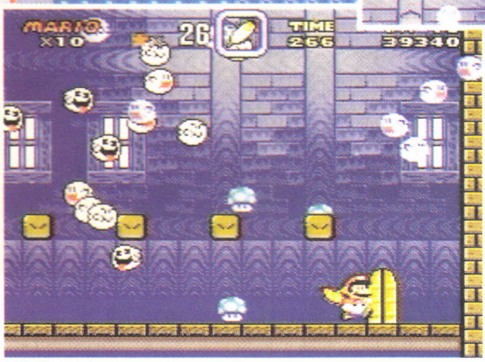




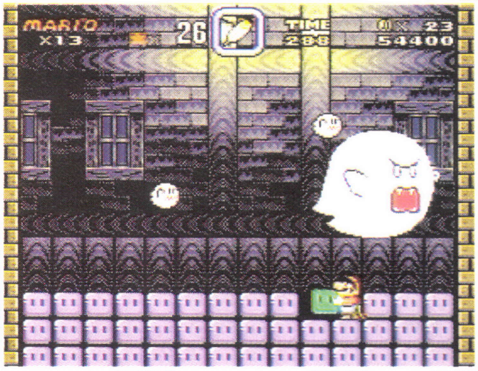
Fly up the left wall to reach the platform hanging in midair. Now run to the far right toward a secret exit and several one-ups.

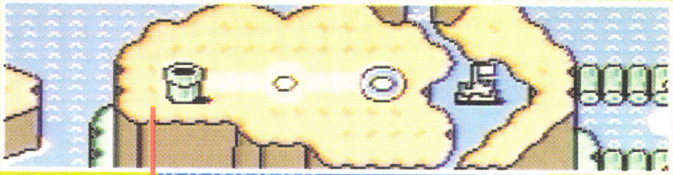




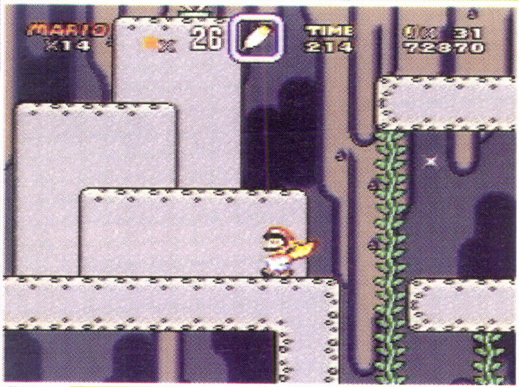


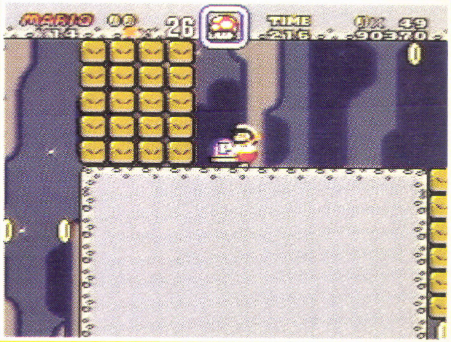
Go to the far left to find this switch block, then carry it back to the right-hand door. Use the block to reveal a bridge under the door, then stand on the bridge and hit the middle block above you to make a vine appear — it leads to a secret exit guarded by a huge ghost.



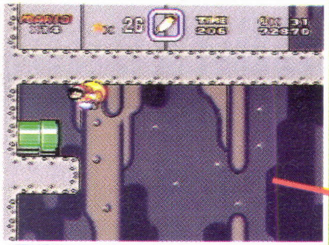


If you complete the secret castle, you can advance to the next castle without having to finish the Vanilla Dome.

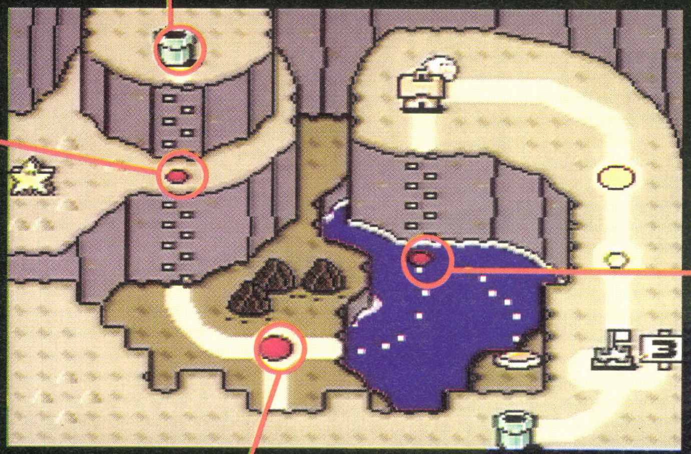


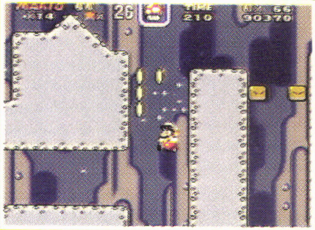


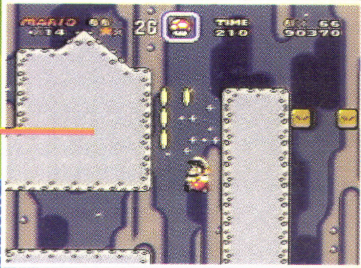
VANILLA DOME



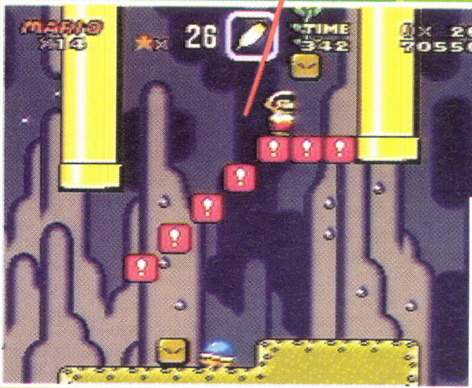
Climb through this level until you see this long platform (just beyond the vines). Fly left and up to find a green pipe which leads to a secret exit.



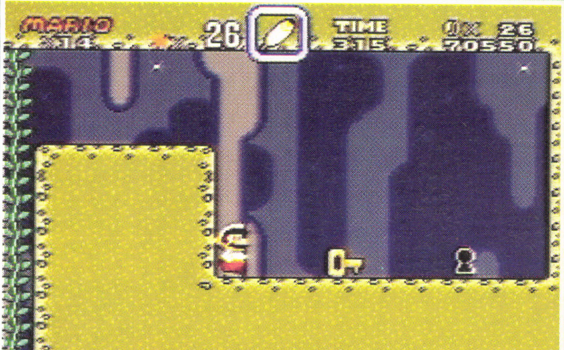




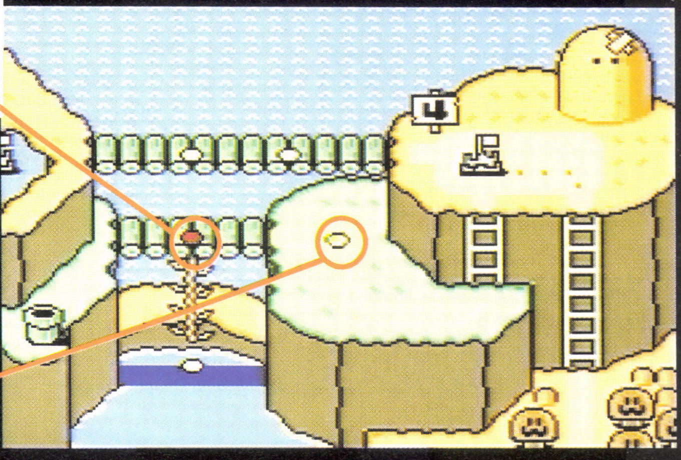
Carry the switch block to this wall before using it — the wall becomes a sheet of coins you can pass through. When you run across two holes, drop down the coin-filled hole on the left to reach a secret exit.

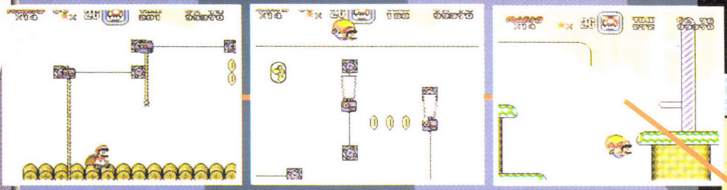


If you return here after visiting the Red Switch Palace, you find that the red blocks now form a staircase leading to a vine. Climb up to find a key and keyhole.

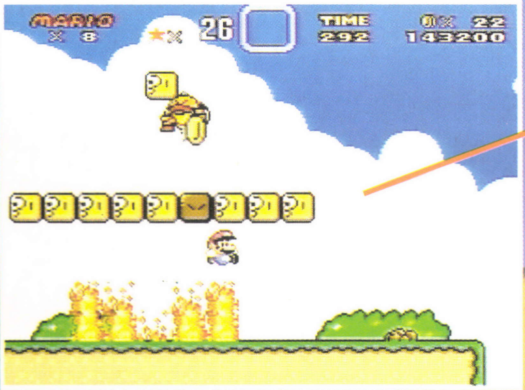


COOKIE MOUNTAIN

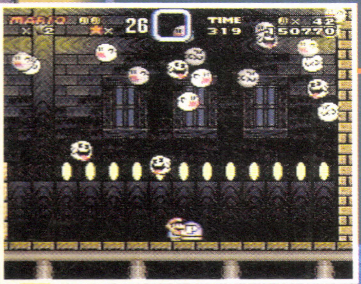


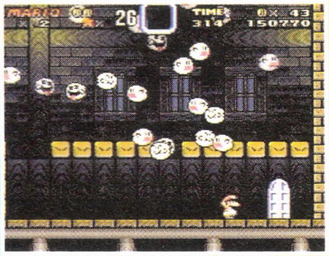


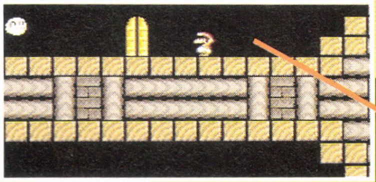
Use the long platform as a runway, then take off and fly over the saws. Fly under the goal and you'll go to a secret goal leading to the Star Road. It's a difficult trip, but don't give up.


MARIO
x 8
26
TIME
292
22
143200

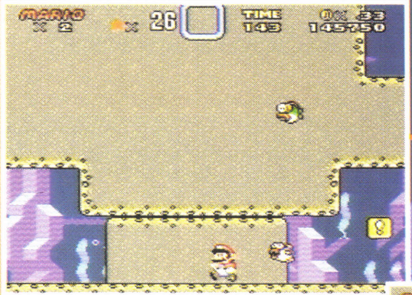
Hit this Sumo Koopa from underneath as soon as he appears. If you stand under him for too long, he drops fire on you — so keep moving.

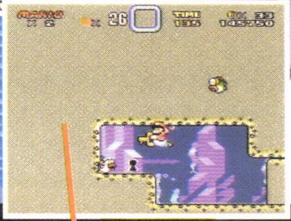

MARIO
x 2
26
TIME
319
42
150770


MARIO
x 2
26
TIME
314
43
150770



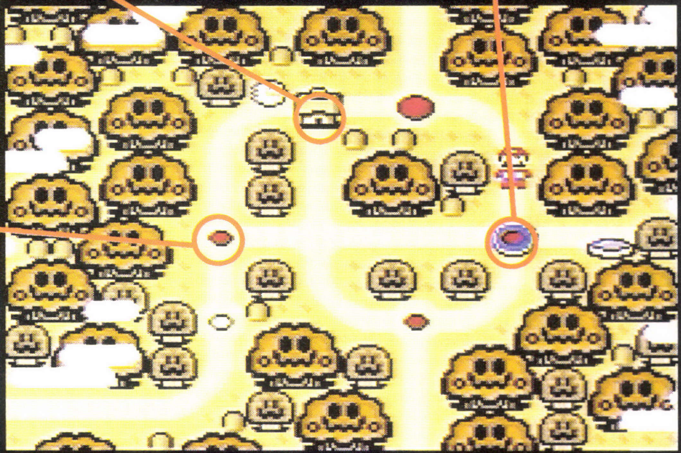
Use the switch block at this dead end, and a door appears. Pass through, and you're near two exits on top of the Ghost House.

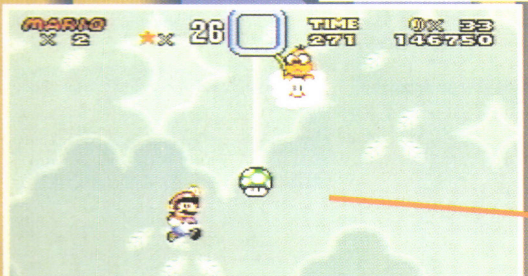

MARIO
x 2
26
TIME
143
33
145750



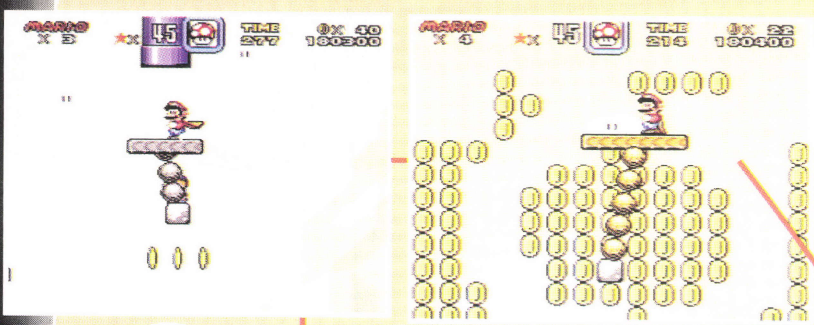
When you find this "!" black, continue to swim past it until you discover a fake wall. There's a secret exit on the other side.

FOREST

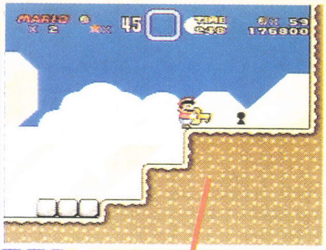



MARIO
x 2
26
TIME
271
33
146750

At the very beginning of this level is a Koopa who's fishing for Mario using a one-up as bait. After you've completed this level once, you're able to exit again any time you return. Use this to your advantage and stack up on extra lives!

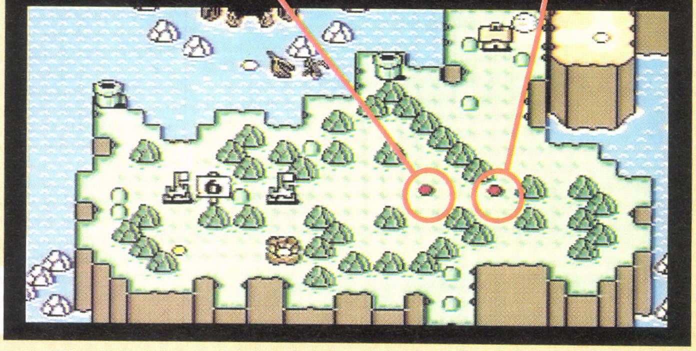


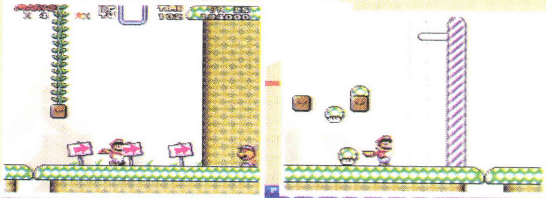
Mario can find plenty of coins inside this pipe. Stay on the platform and swing around in circles to collect them all.



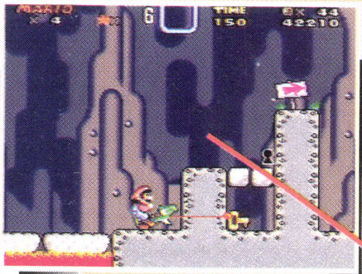
If you dash through this level as quickly as possible, a key and keyhole are waiting for you at the end!

CHOCOLATE ISLAND



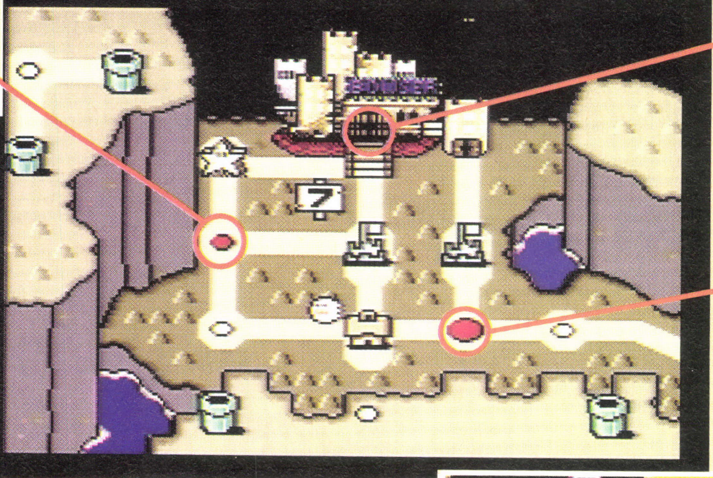


This vine leads to the goal, but if you run under it and fly to the right, you can find a secret goal and three one-ups!

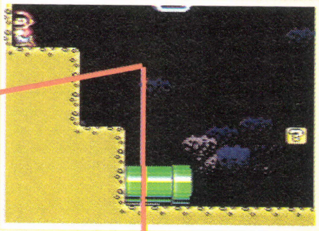


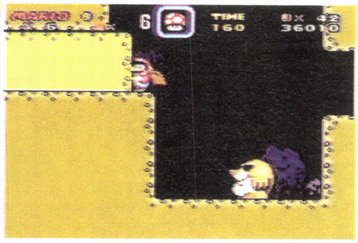
The only way to get this key is to have Yoshi grab it for you.

VALLEY OF BOWSER

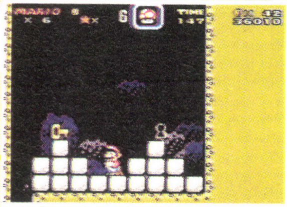


Bowser's back — and he's meaner than ever! Defeat him by turning the tables and using his own weapons against him.

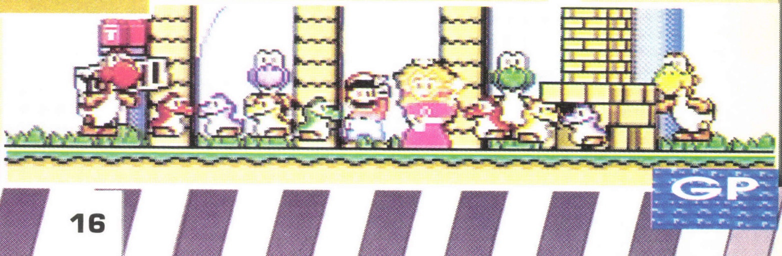




Jump to the left and run along the top of the screen to find the secret exit.



Jump here to find a feather hidden off-screen.



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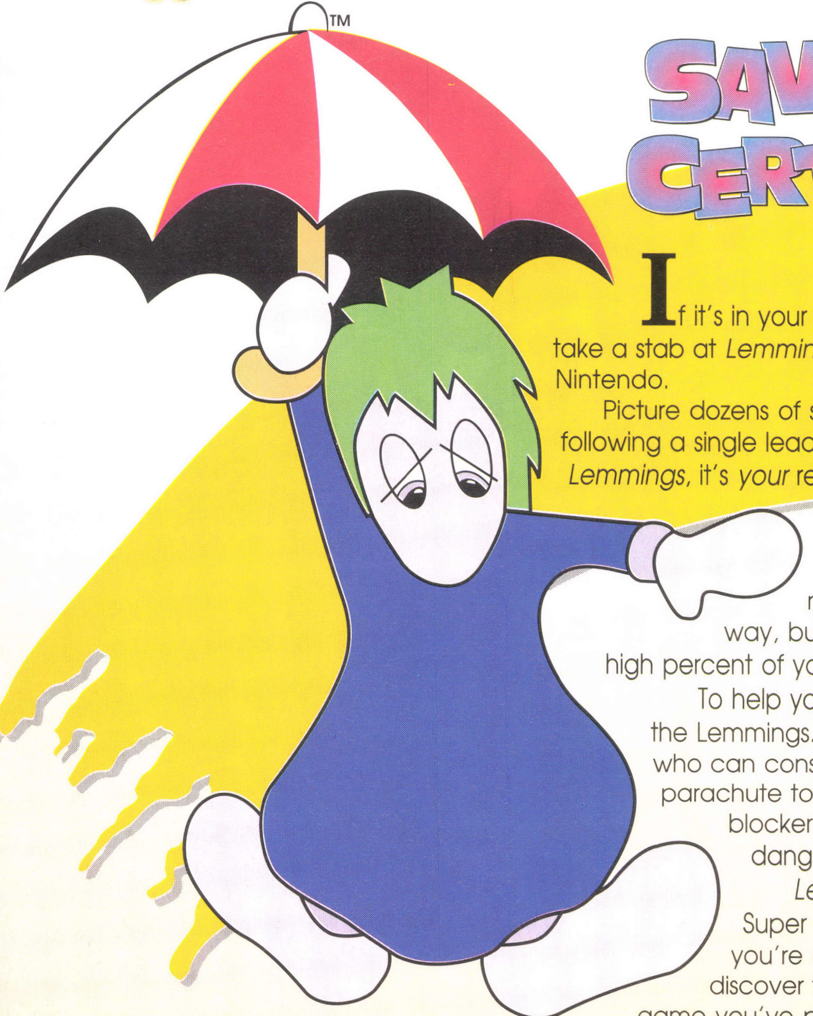
Lemmings™



SAVED FROM A CERTAIN DEATH

Patrick Baggatta

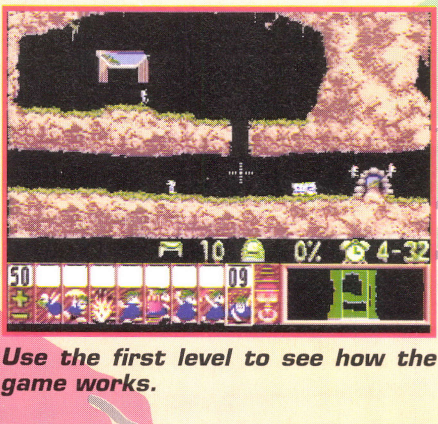
If it's in your nature to protect the innocent or guide the brainless, take a stab at *Lemmings*, Sunsoft's new strategy game for the Super Nintendo.

Picture dozens of small people with microscopic brains, all mindlessly following a single leader — who often as not, steers them to their deaths. In *Lemmings*, it's *your* responsibility to save the Lemming people from the many dangers that surround them. In each of more than 100 levels, you guide a line of Lemmings across ravines, up ladders, and through passages until they reach safety. You can lose a few Lemmings along the way, but if anything catastrophic befalls an unacceptably high percent of your Lemmings, you must try again.

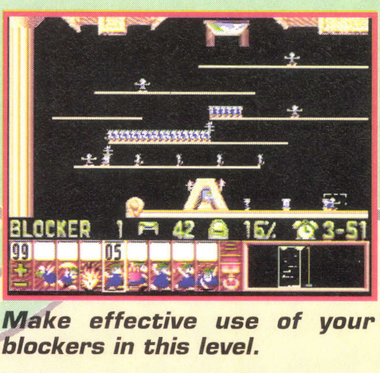
To help you save the Lemmings, you can bestow special skills on the Lemmings. For example, you can turn a Lemming into a builder who can construct bridges; a floater who can use an umbrella like a parachute to survive a long fall; a climber who can scale walls; a blocker who keeps the other Lemmings from stumbling into danger; or a digger who tunnels through obstacles.

Lemmings was first a popular computer game, and the Super NES version is consistent with the original game. If you're unfamiliar with the computer game, however, you will discover that *Lemmings* is totally original — it's unlike any other game you've played. Both clever puzzle-solving and quick decision-making are needed to rescue the Lemmings from the certain death that surrounds them. But once you've taken some time to learn what these creatures can do, you'll be saving Lemmings in no time. This unique game is sure to pick up legions of fans.

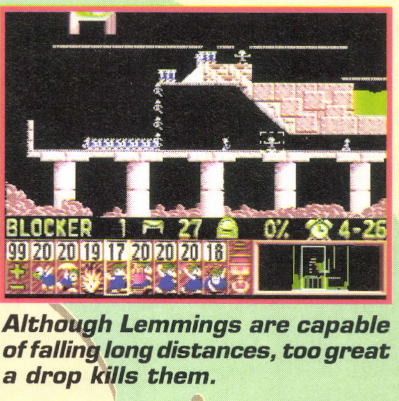
SUPER NES
SUNSOFT



Use the first level to see how the game works.

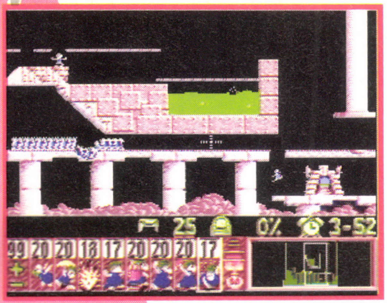


Make effective use of your blockers in this level.

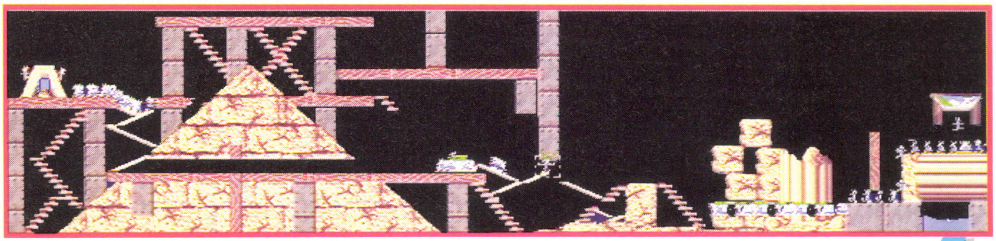


Although Lemmings are capable of falling long distances, too great a drop kills them.

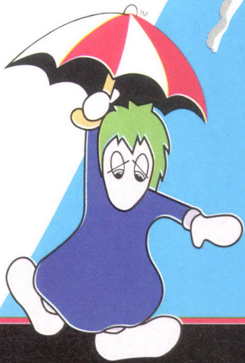
Sunsoft; 11165 Knott Avenue; Cypress, CA 90630

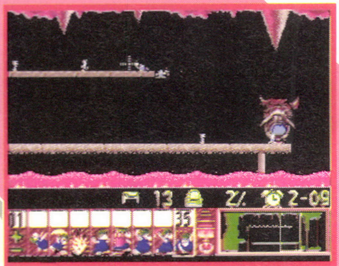


Find ways to avoid traps such as the giant stamper that threatens the Lemmings in this level.

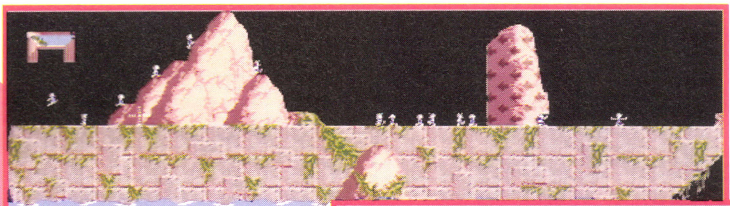


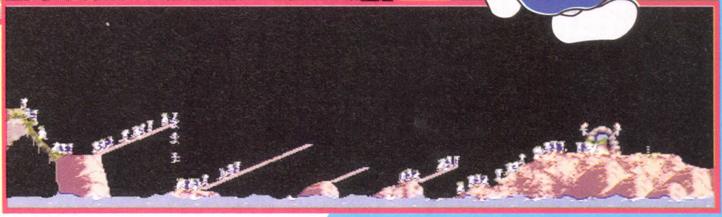
Here's an idea of how to conquer this level — although there may be other ways to lead the Lemmings to the exit.



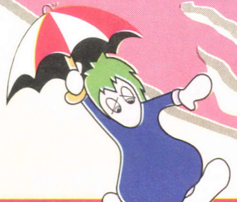


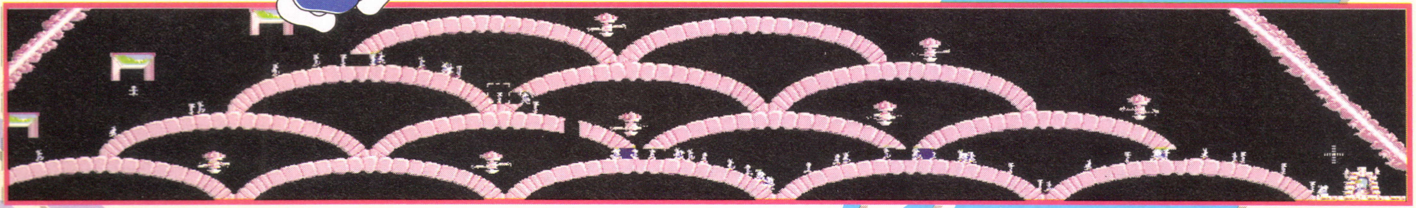
This one looks tricky, but remember that diggers can withstand a greater fall than walkers.



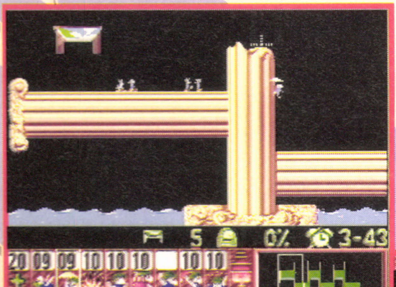


You may want to set up blockers here and let just a couple of Lemmings lay the path for the rest of the crowd.

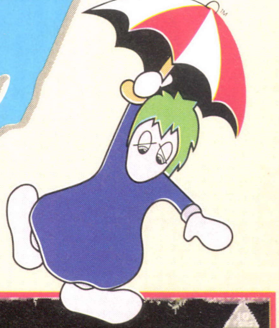


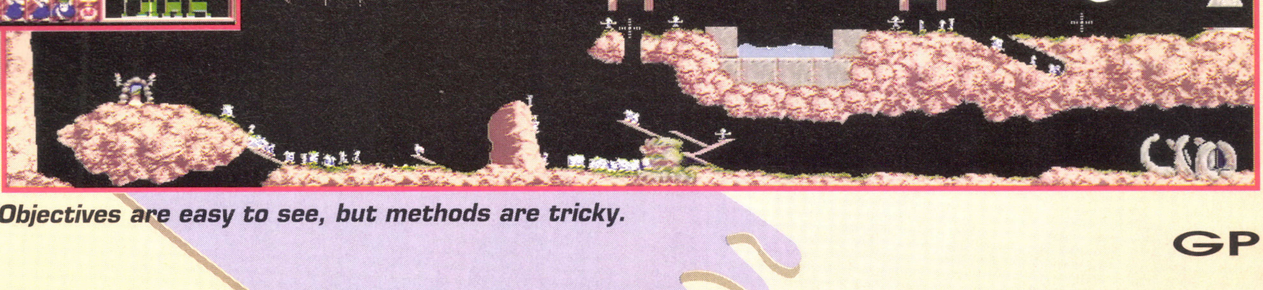


Since you have to dig so close to these traps, you may want a couple of Lemmings to dig in one area to assure that no overanxious Lemmings march to their death.



If there's a fall that's too great for a Lemming to withstand, try floating one down, then turn him into a builder to save the rest.





Objectives are easy to see, but methods are tricky.

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BART VS. THE WORLD™

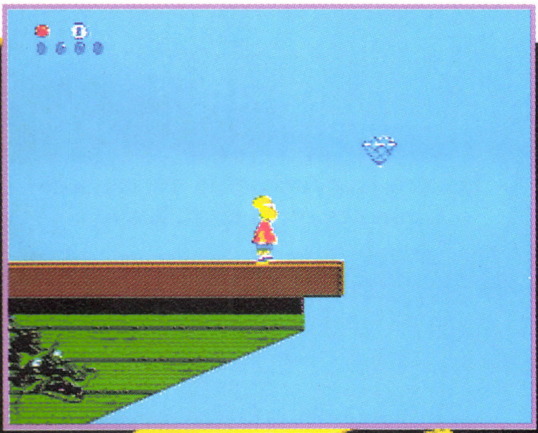
in New *Simpsons* Adventure

Patrick Baggatta

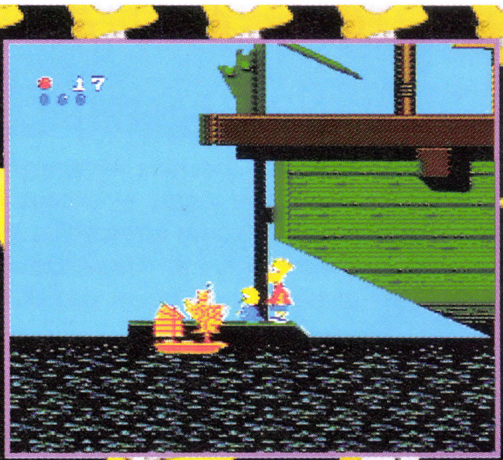
For an underachiever, Bart Simpson sure gets around! In *Bart vs. the World*, the pint-sized malcontent has won a trip around the world in a Krusty the Clown competition. There's only one hitch — the contest is a fake, cooked up by Homer's boss, C. Montgomery Burns. With help from his far-flung relatives, Burns is making sure Homer never returns to his job at the nuclear power plant. Luckily, there's nothing Bart likes more than a little trouble.

In each stop on your world tour, you (as Bart) must collect Krusty the Clown collectibles. Your adventure begins in China, but don't expect the red-carpet treatment — your reputation has preceded you. You've got a bag of marbles and your trusty skateboard, so make the best of a bad situation. And don't forget to search for that special, one-of-a-kind not-to-be-believed Krusty collectible mixed up with all the cheap items.

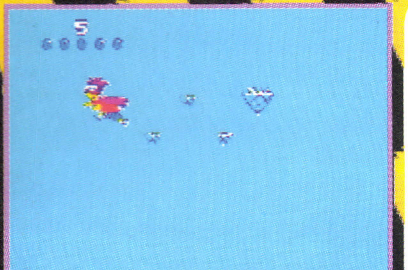
After China, you move on to the Himalayas, Egypt, and Hollywood. It may not sound like the ideal vacation, but you can take a break during the bonus rounds in each stage and play a slot machine, work a slide puzzle, answer Simpsons trivia, bet on the shell game, or match characters from back home in Springfield. When it's back to business fighting your global enemies, maybe Homer, Marge, Lisa, and Maggie will give you a hand.



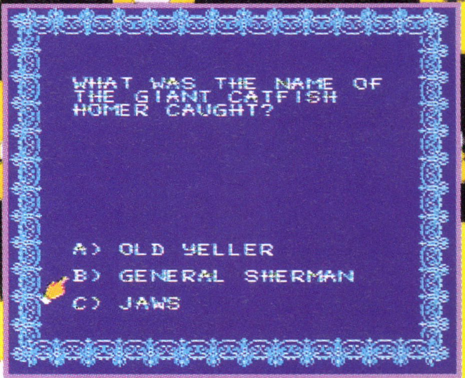
The minute you land on the Chinese junk, look to the right — there's an extra life just waiting to be picked up.



Move to the far left of the deck, then fall off the edge and drift slightly to the right. You'll land on a small platform where you can obtain your first one-of-a-kind Krusty collectible.



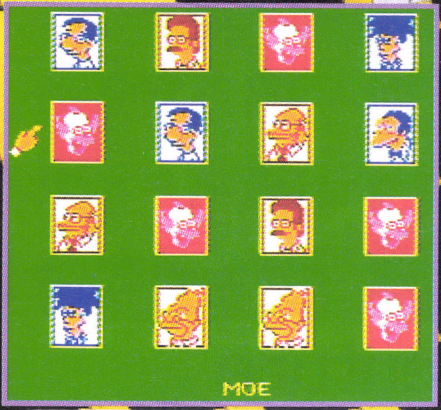
If you jump off the second highest crossbeam and drift to the left over the water, you get a Bartman icon, which allows you to fly. Don your mask and cape and head straight up to find two extra lives.



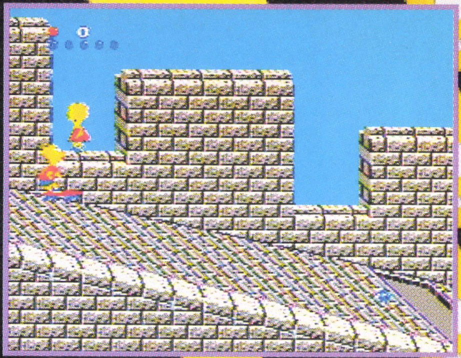
WHAT WAS THE NAME OF THE GIANT CATFISH HOMER CAUGHT?

A) OLD YELLER
B) GENERAL SHERMAN
C) JAWS

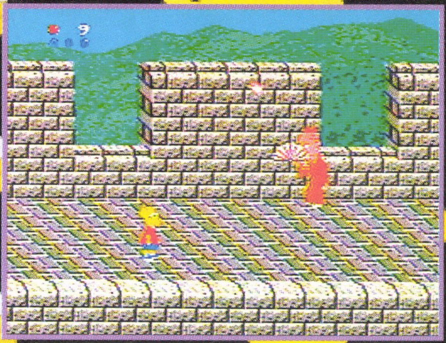
Answer three questions from the Simpson's trivia file, and you're awarded with Krusty collectibles.



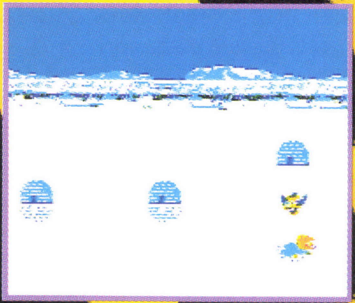
You can cash in on more collectibles if you find and match all the Springfield characters.



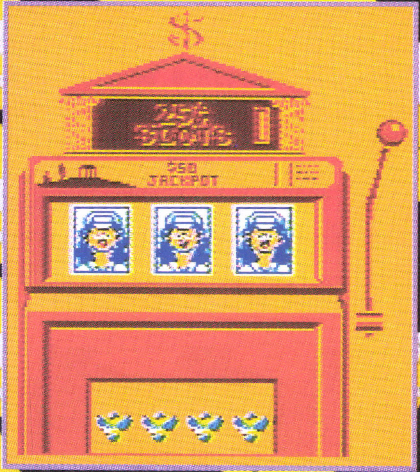
Watch for Lisa as you skateboard down the Great Wall of China. Be sure to make contact with her — you get the one-of-a-kind collectible because of her.



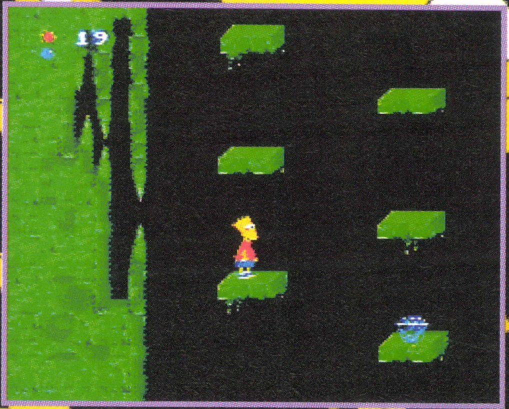
Fu Manchu Burns is the first of C. Montgomery Burns's relatives you meet. Hit him while his fan is closed, but don't let your missiles hit you when they bounce off him!



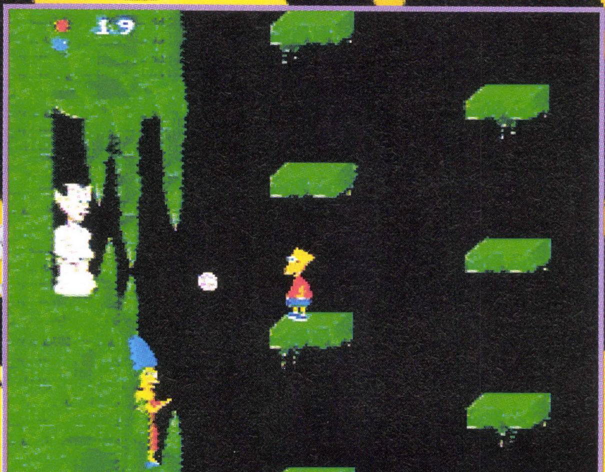
In this bonus round, keep your eye on the igloo with the Krusty collectible under it, then use Maggie to track it down.



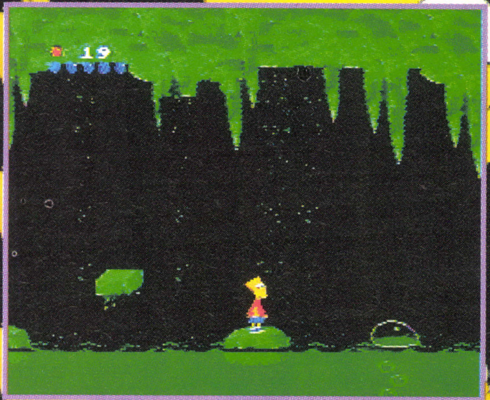
This slot machine is straight out of Las Vegas — except it pays in Krusty collectibles instead of cash. Three Ottos give you the biggest payoff.



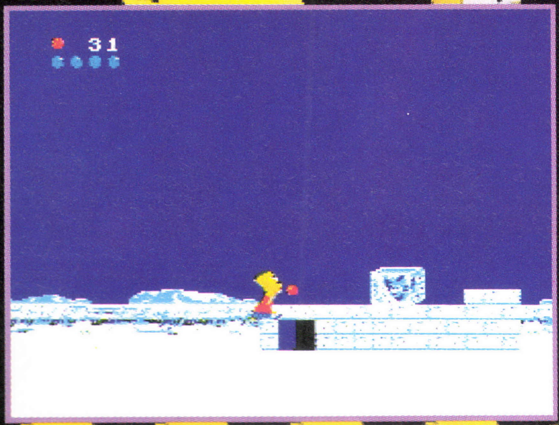
Explore every corner of the ice cave — it can pay off in extra lives.



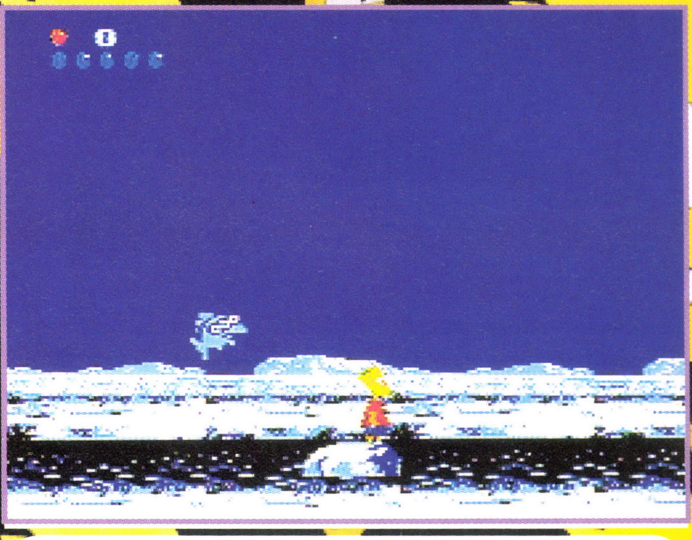
Don't try to jump to this one-of-a kind item. Instead, let Marge and her bouncy snowballs knock it from its pedestal.



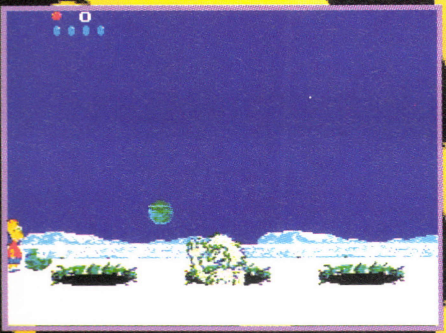
Don't jump on the bubble until it's fully inflated.



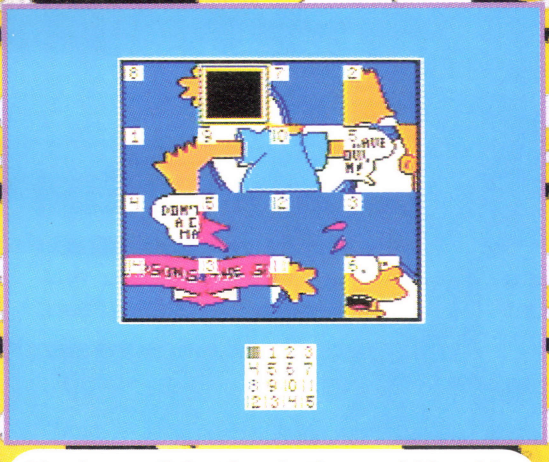
Use the fireballs Lisa gives you to uncover a one-of-a kind item.



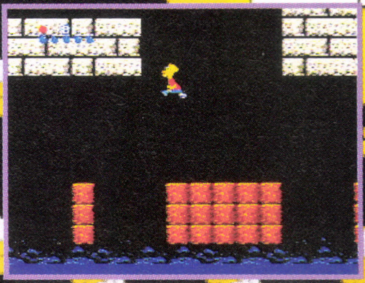
Jump up and down to get the ice block moving, but don't let it stop. If you do, you start heading backwards without a way to turn around.



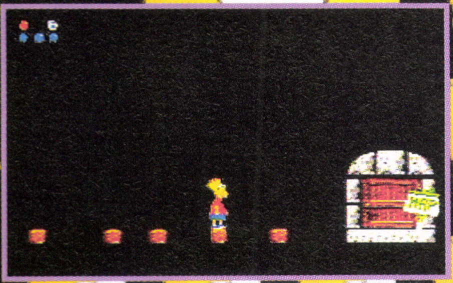
Knock Abominable Snow Burns back into the icy waters by jumping on his head.



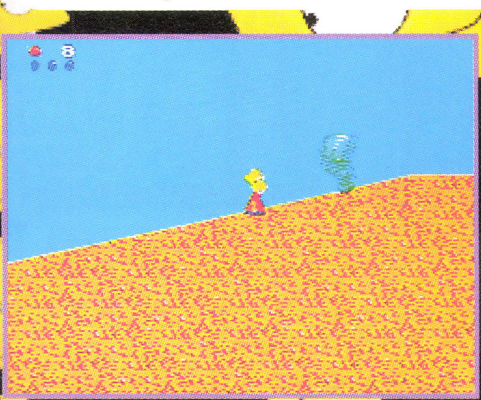
You have all the time in the world for this bonus puzzle, but do you have the patience to solve this puzzle? The payoff is in Krusty collectibles.



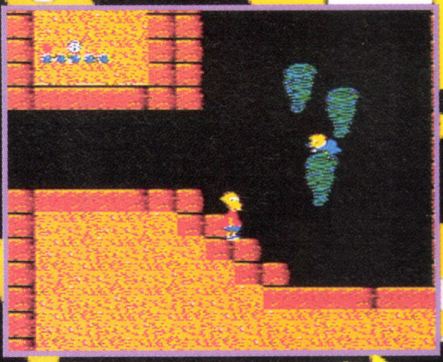
Hold down the jump button and drift to the left as you fly up to this ledge.



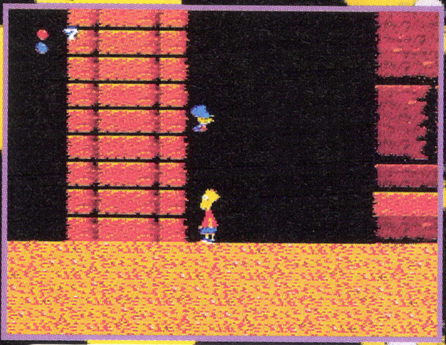
If you fall, your only chance for survival is to drift all the way to the left.



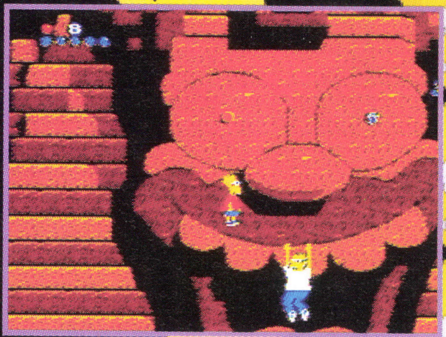
Keep moving on the quicksand — and study the tornadoes to learn their patterns.



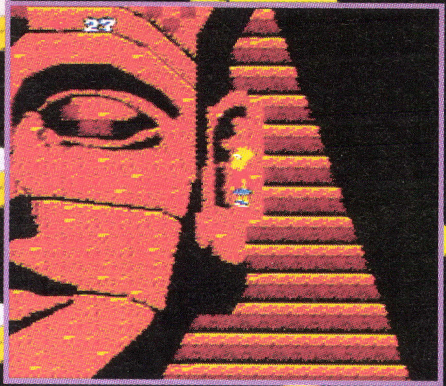
When you come to the open pit in the desert, try to fall against the far right. Maggie gives you a present in the first room on the way down.



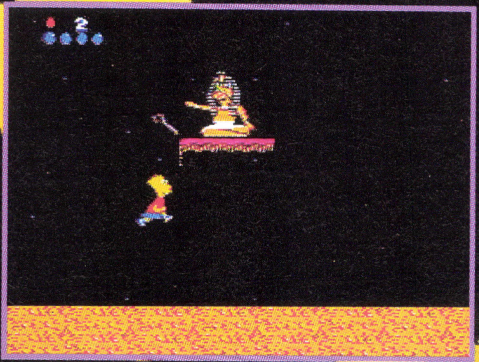
Use this Bartman icon to grab the extra life above you, as well as to reach the top of the Sphinx without having to climb.



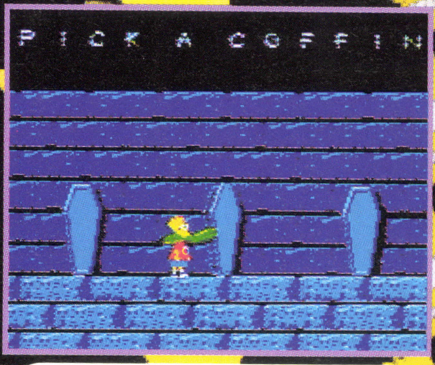
Free Homer from his sticky situation, and he gives you some one-of-a kind merchandise.



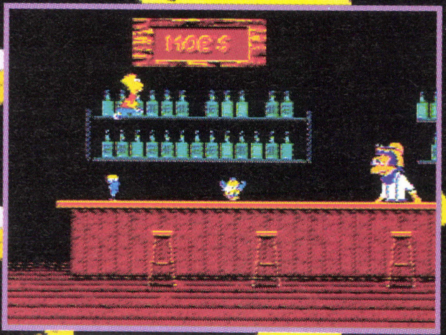
This is the only way inside, so don't bother looking any further.



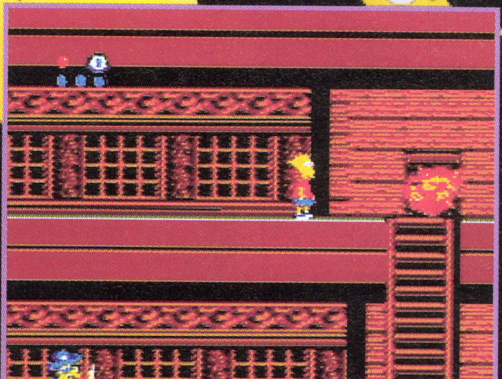
If you look closely, you can see a loose thread in his carpet just *begging* to be pulled.



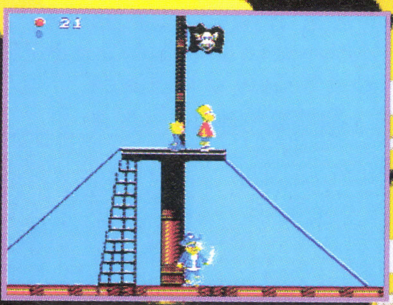
If you don't pick the coffins in the correct order, you may become lunch for the undead.



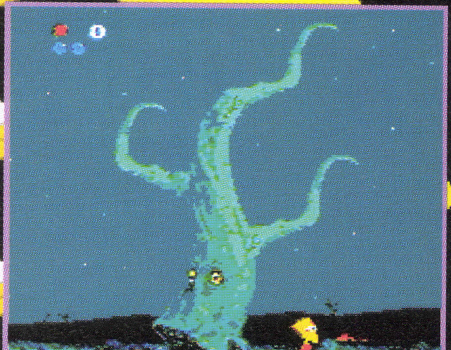
Moe pumps out drinks pretty quickly, so you must be light on your feet to cash in on the Krusty collectibles.



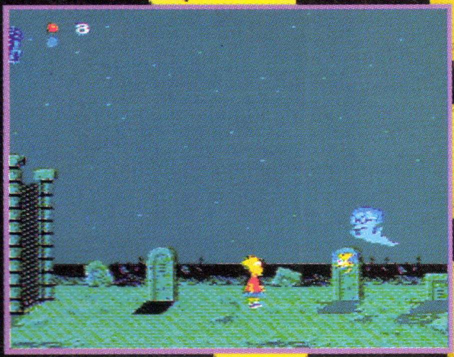
These guys sure take their jobs seriously for Hollywood pirates. Watch out for their exploding cannons.



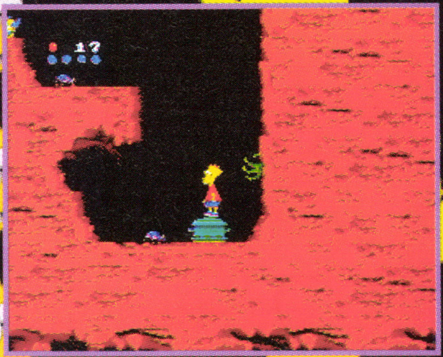
Maggie bring this one-of-a kind item to you, so wait for a second after you make contact with her.



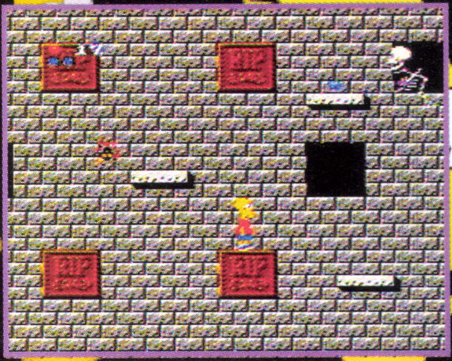
You can get a foothold in certain places on the tree. Learn these positions, then use them not only for your own protection, but for Krusty collectibles, too.



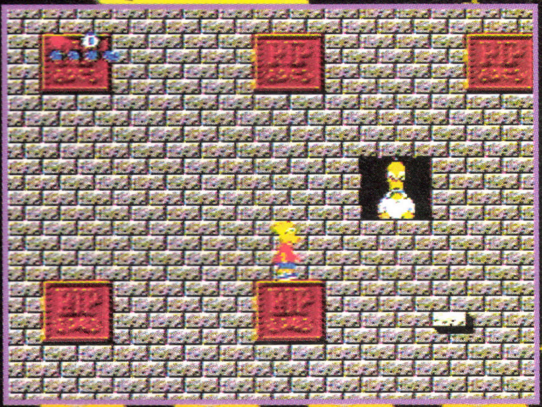
Move as far to the right as you can to gain merchandise, but don't worry if you fall into a grave — you have to go sometime.



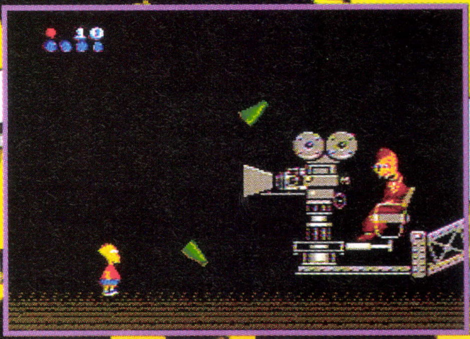
Go through the coffins to get through this maze. If you're repeating the same path, try to make some changes in your route.



These skeletons are obviously not very attached to their heads, so be ready to get out of their way.



Thanks to Homer, you must clear this jump three times. If you don't, you miss the one-of-a kind item with which he pops up.



Sure, movie directors have big egos, but C. Montgomery Burns's dramatic relative is taking things too far!

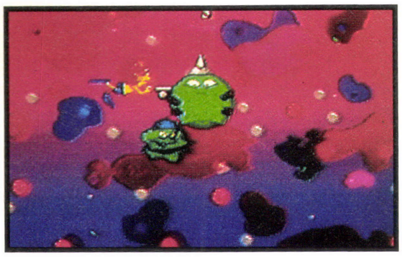
Where's the Super Nintendo *Simpsons*?

It was a surprise to many videogamers that Acclaim decided to produce another 8-bit *Simpsons* before branching out into a Super NES version. But don't despair — the 16-bit *Simpsons* is already in development and is expected to be released this summer.

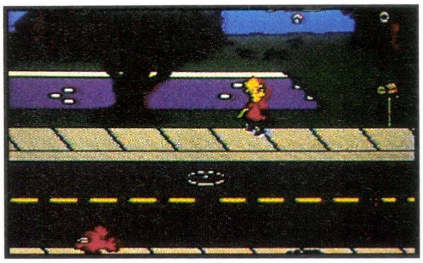
In the Super NES *Simpsons*, which doesn't have a name yet, Bart is actually doing his homework when he falls asleep. In his dream, his assignment gets blown out the window, and Bart tries to retrieve it. The result is a Simpson-esque nightmare as Bart ends up riding a skateboard, blowing bubbles, burping root beer, and spitting watermelon seeds in elaborate attempts to catch the elusive homework.

You can expect the whole Springfield gang to return to this Super Nintendo adventure, even though Bart's archenemy isn't Nelson, or Otto, or even Mrs. Krabappel. Instead, Bart's constantly fighting with "Larm," his alarm clock, which must be fed cupcakes so it won't ring and wake Bart up before the homework has been found.

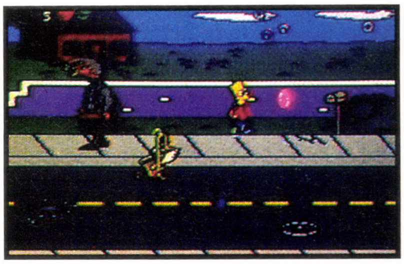
— L.M.



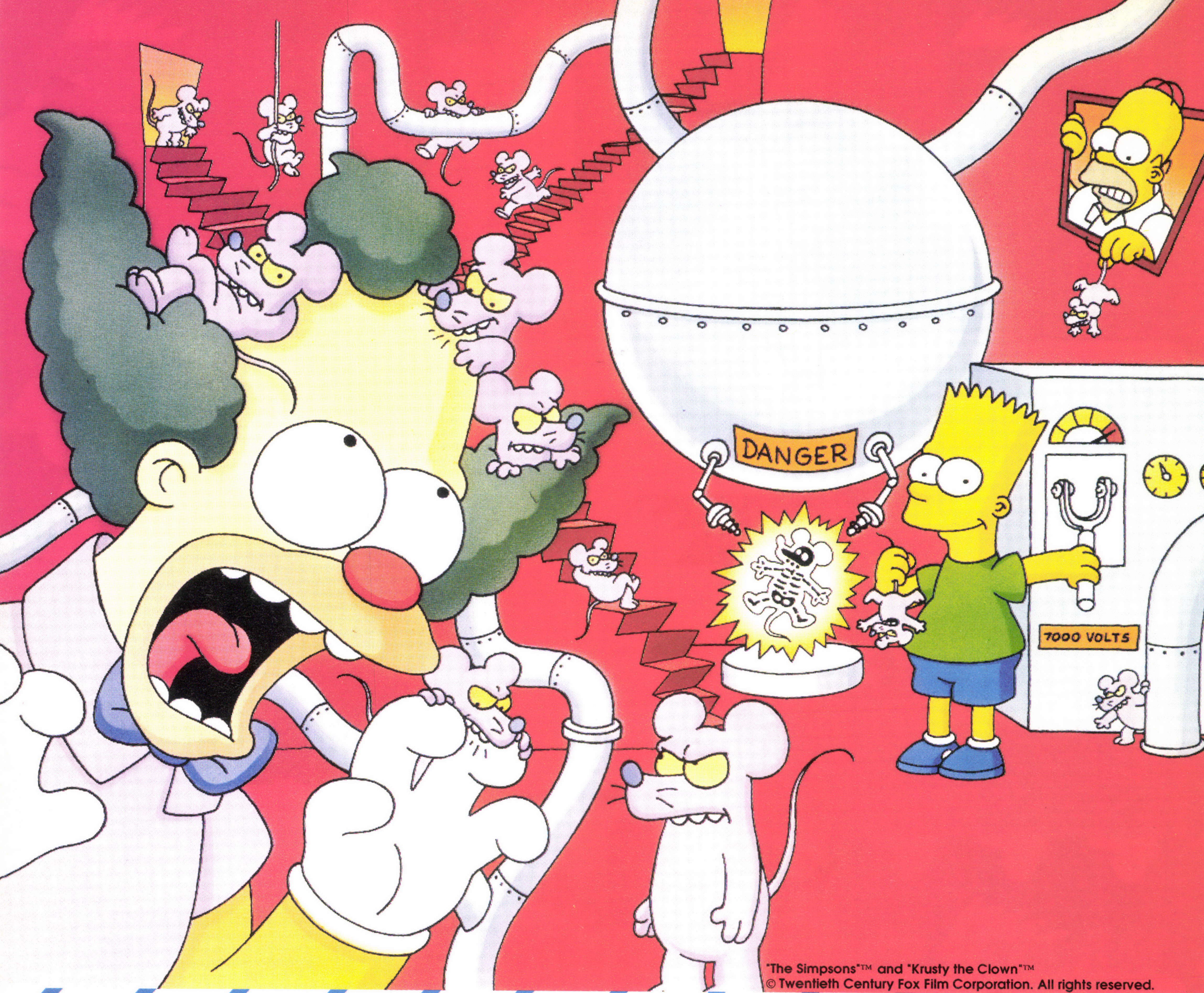
You don't see scenery like *this* in the cartoon series!



Bart's not the only fish out of water in this nightmare.



That saxaphone means one of two things — if Lisa's not nearby, maybe her mentor, Bleeding Gums, is.



"The Simpsons"™ and "Krusty the Clown"™
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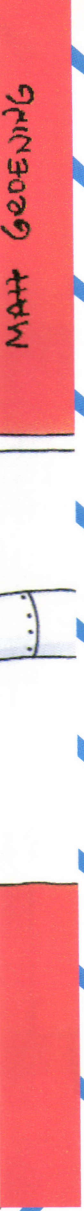
KRUSTY'S KRAFTY KAPERS

CHRIS SLATE

It seems a little weird that the first Simpsons game for the Super Nintendo doesn't even star the Simpsons. But in actuality, the Simpsons would have trouble filling Krusty's big clown shoes.

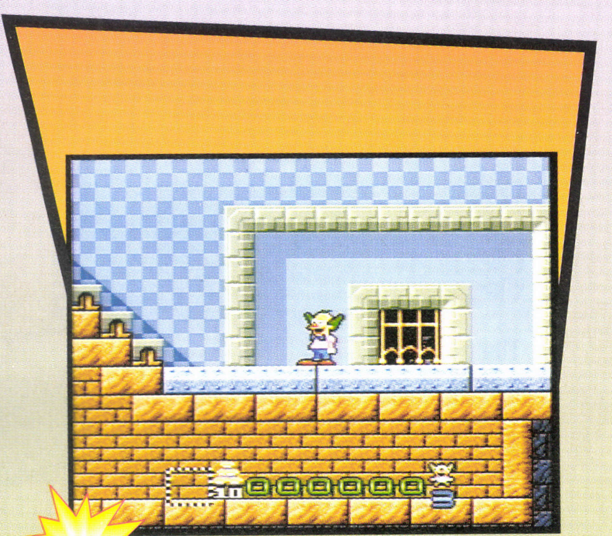
In this mix of strategy and action, *Krusty's Super Fun House* has been invaded by mice, and he must hunt them down, then destroy them. Krusty's work is cut out for him, but he's not alone — the Simpson family has decided to help out Bart's hero. Each of the Simpsons operates his or her own special mousetrap, and all Krusty must do is gather the mice and lead them to their doom.

Krusty's Super Fun House is a lot like Sunsoft's *Lemmings*, except that you're leading small creatures to their deaths instead of saving them. But *Krusty* is a very good game on its own. There's a ton of puzzles to figure out and dozens of rooms to explore. The game also has very colorful graphics and a great circus soundtrack. *Krusty* is a game you'll find very tough to stop playing.

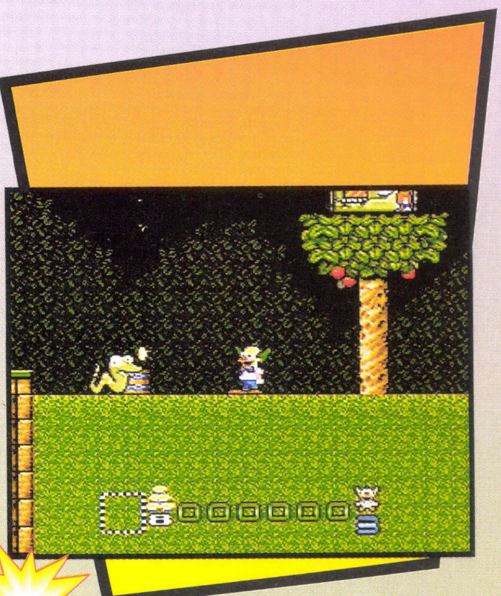


ACCLAIM
SUPER NES

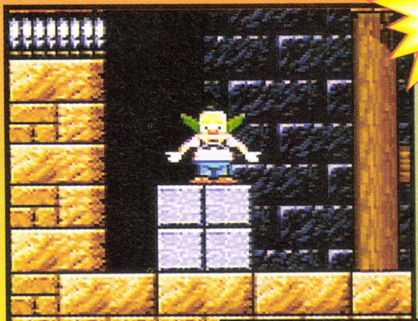
Acclaim; 71 Aubrey Avenue; Oyster Bay, NY 11771



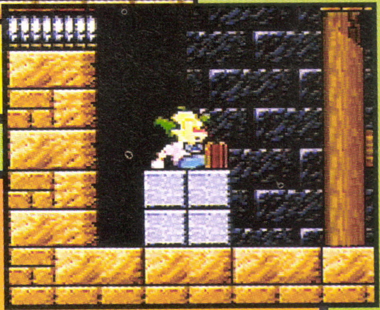
Krusty's Super Fun House is *big*! You can enter several sections of the house from the main hall, each of which is divided into many different rooms. Each room, of course, has a puzzle for Krusty to solve.

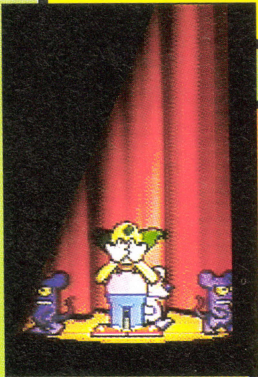


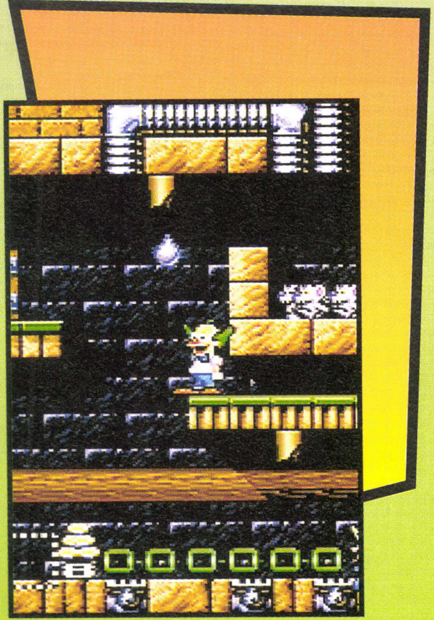
Many pests besides the mice have broken into the Fun House. Snakes, birds, and even flying pigs all stand in Krusty's way. Use a good ol' fashioned custard pie to get rid of them.



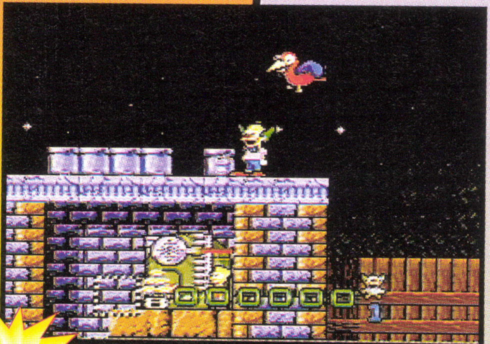
If Krusty accidentally paints himself into a corner, you're forced to exit the room and start all over again. Since this costs Krusty one life, make sure he has a couple to spare before trying this, or your game could be over before it really starts.



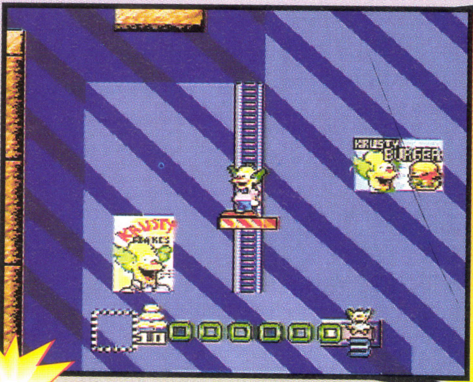




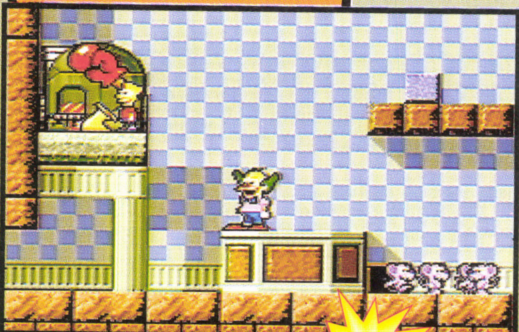
Those darn mice are destroying the house! They've chewed so many holes in everything that boiling hot water has started to leak from the pipes — keep an eye out!



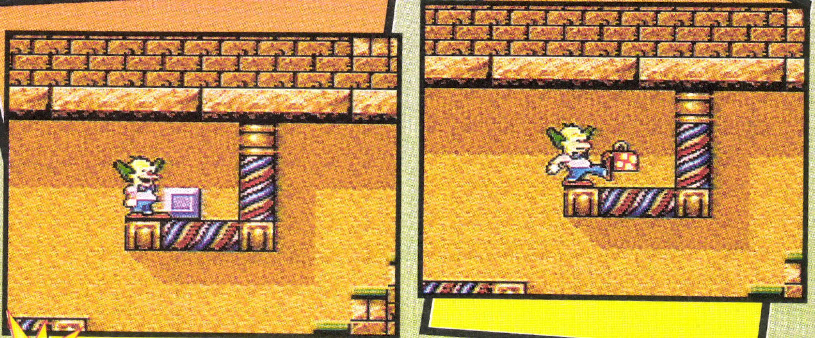
Occasionally Krusty finds an empty bottle like this one just lying around. Each bottle can hold one mouse, but it can be used only once.



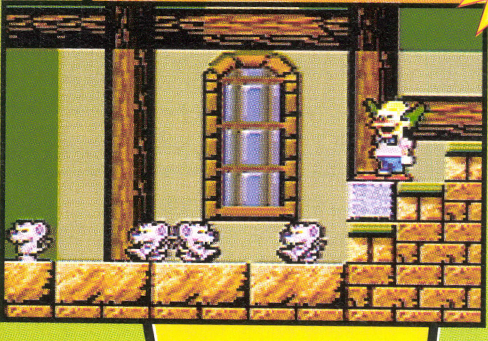
The elevator can take Krusty wherever he needs to go. Look for hidden items and secret rooms near the top.



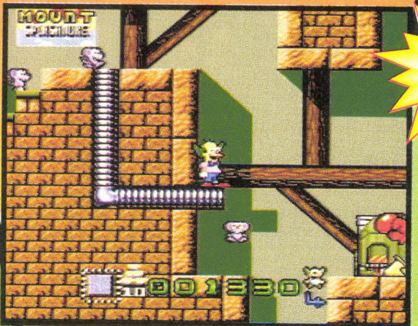
The Simpsons have rather sadistically inventive minds. Take Bart, for example — his "mouse cruncher" trap isn't something found in normal hardware stores.



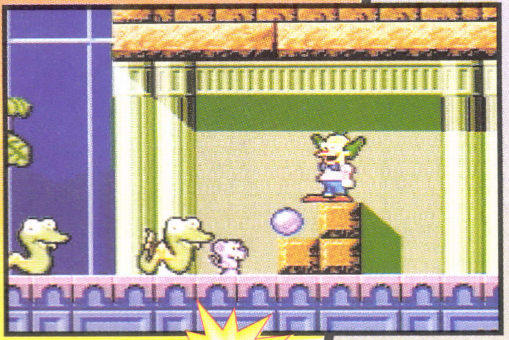
There are many different prizes in these blocks. Some items help you fight, while others open secret doors. And don't forget that some rooms can't be completed without finding all of the prizes.

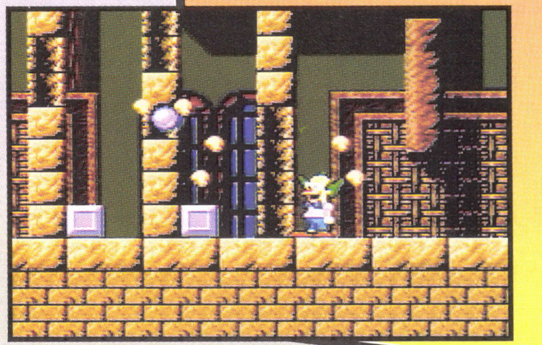


Since mice can't climb over two stacked blocks, use blocks to keep the mice confined to a small area. You can even push them all together into one big mouse if you stack the blocks correctly.

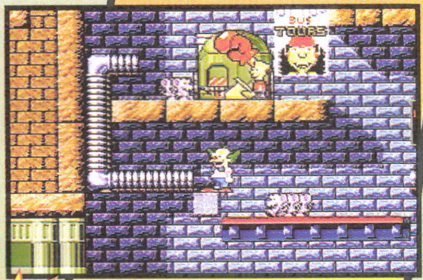


In later levels the pipes become a growing part of each room's puzzle. Sometimes mice need to be sent through them to reach the trap, and at other times the pipes return the mice all the way back to the beginning of the puzzle.

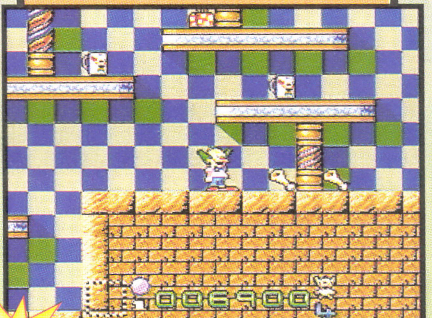




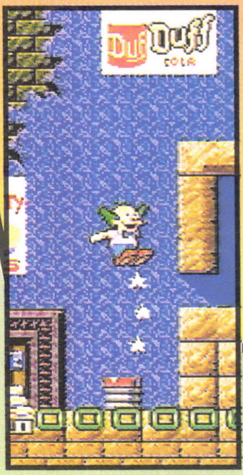
This ball is one of the most valuable prizes you can find in the blocks. It's a much better weapon than a pie, and it can clear out certain bricks to reveal secret passages.



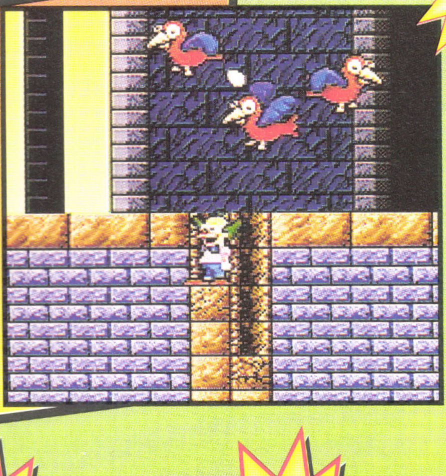
Sometimes it's necessary to place blocks in midair in order to build stairs to higher platforms. Stand on the far side of a platform until Krusty begins to lose his balance, then place the block.



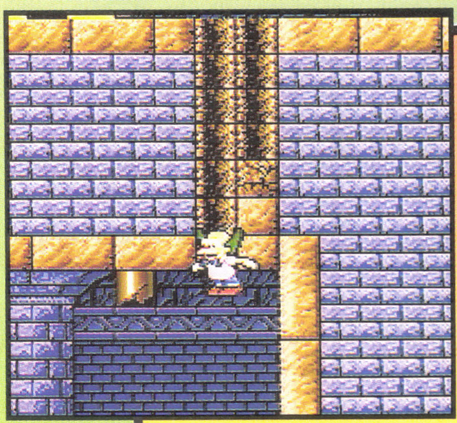
Bonus rooms can occasionally be found if you kick the right blocks. Inside you'll find loads of prizes, such as horns, mugs, and extra lives.



Use the spring to reach places that would otherwise be too high. Be careful when you begin to fall back down, though — if you miss the spring from a great height, you may lose some energy.



These disappearing blocks can cause Krusty a lot of trouble — they fall out from under his feet as he walks across them. Sometimes you must get rid of them to open up a passage to another area.



GP

Super NES
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ZELDA III

SNEAK PREVIEW

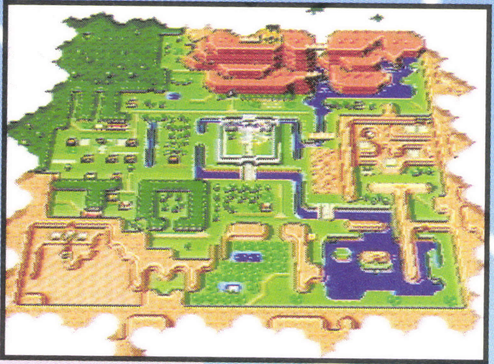
Nintendo of America; 4820 150th Avenue NE; P.O. Box 957; Redmond, WA 98052

CHRIS SLATE

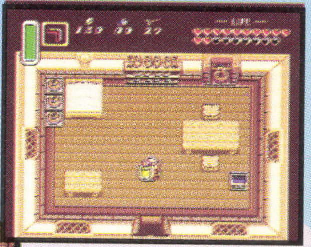
Aside from the *Super Mario Bros.* series, *The Legend of Zelda* and its sequel are the most popular NES games ever. This comes as no surprise, since both titles were created by the same gaming genius, Sigeru Miyamoto of Nintendo. Both games also share another trait — if you see one of their names on a box, you know you're going to find a great game inside.

Unfortunately, while *Mario* adventures are produced fairly regularly, the lag time between the *Zelda* games seems to get longer and longer. *Zelda II: The Adventure of Link* was delayed for more than a year before it was finally released in December 1988, and it took the release of the Super NES to prompt the release of a third game. But if there's a positive side to all this waiting, it's that *The Legend of Zelda — A Link to the Past* is worth the wait.

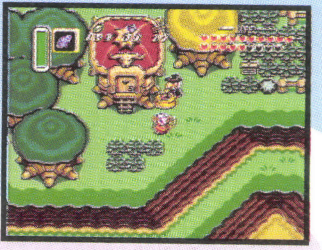
Here's a peek at some of the more remarkable areas of *Zelda III*, using the Japanese version as a guide (so don't be surprised if some things look slightly different in the North American adventure). In the months to come, you can expect in-depth coverage from the Overworld to the Underworld and back again. But for now, sit back and enjoy *Zelda III* while you can — the long wait for the next *Zelda* starts now.



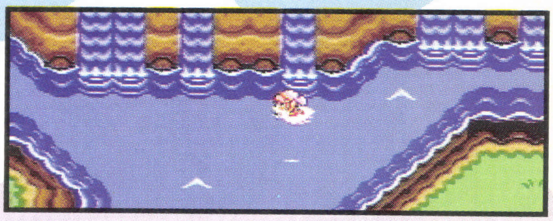
The Overworld



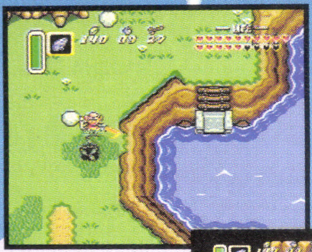
The game begins at Link's house. You can always find extra energy here.

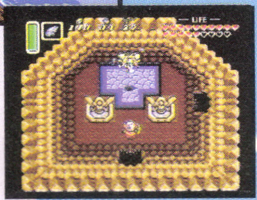


It seems that this witch does nothing but mix potions. She'll make one for you if you give her the secret ingredient.

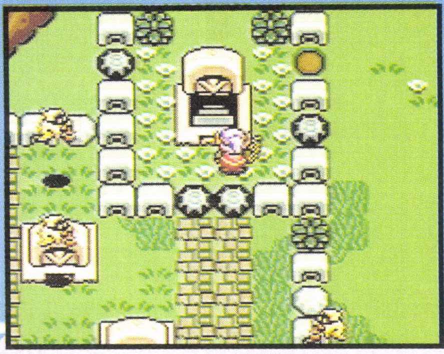


Unlike the first two *Zelda* adventures, Link now swims, which enables him to cover much more land. Be sure to check out those waterfalls!

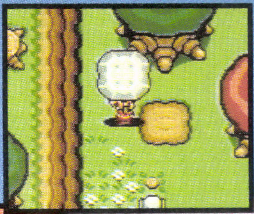


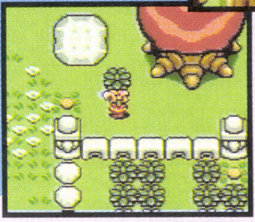


Fairies are hidden all over the land. They replenish your energy an unlimited number of times.

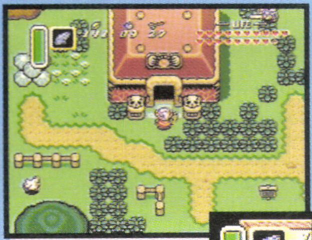


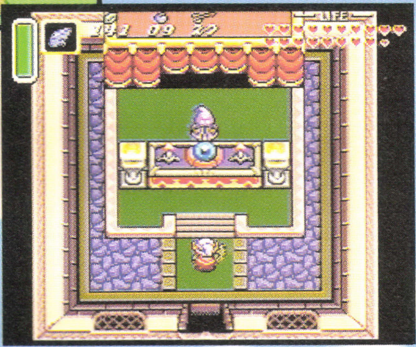
This tombstone conceals a hidden stairway, but how can Link reach it? It appears to be blocked....



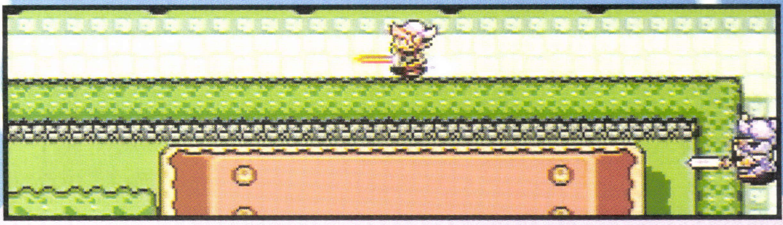


At the beginning of the game, Link is strong enough to lift only small rocks. But a few magic items later, he's tossing boulders around as if they were pillows!

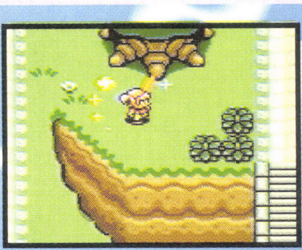




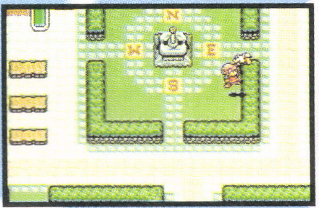
The fortuneteller keeps you on the right track. His advice can be very helpful — but it isn't free.



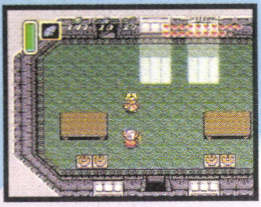
The Pegasus Boots give Link a super boost of speed. Now he can charge at his opponents or shake things out of trees.



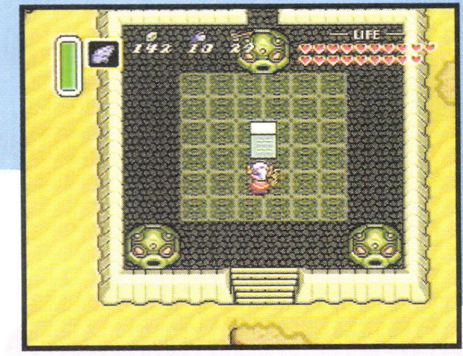
Hold down the B button on your controller to power-up Link's sword, enabling him to perform a spinning-attack.



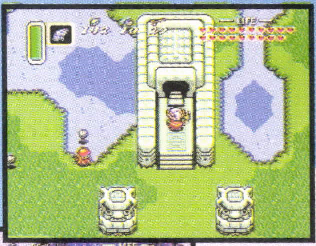
When you find the flute, take it to the center of town and play it. You'll make a powerful new friend.

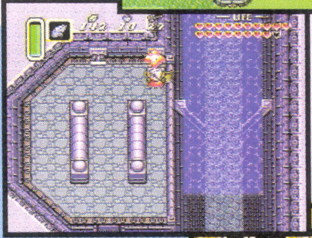


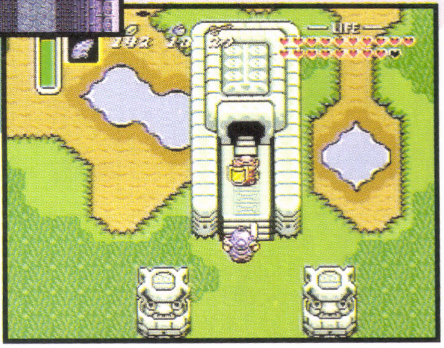
The townspeople know a lot about the state of affairs. Talk with each and every one of them to complete your quest.



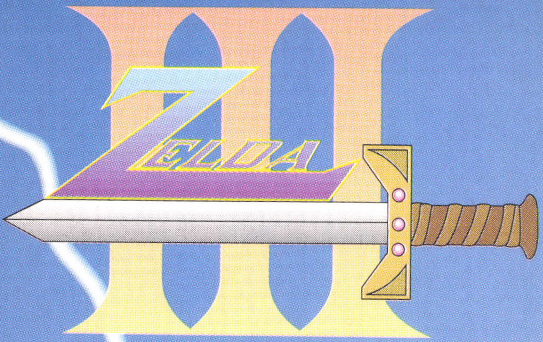
Look for a book somewhere to the south of the town. Link can use it to decipher the ancient script that moves statues.

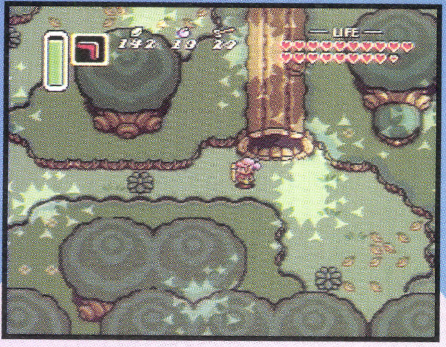






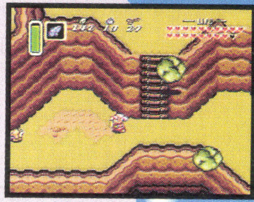
There's a dam located a few screens to the south of Link's house. Go inside the dam and pull on the right-hand lever to dry up the lake — you find something very special at the bottom.

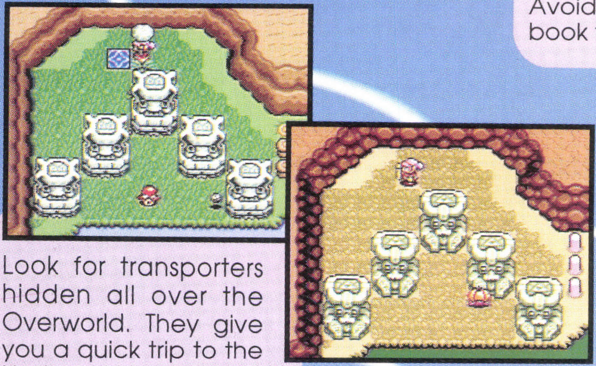




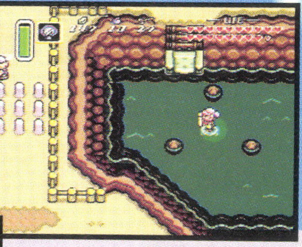
The Mist Forest holds the Master Sword. Avoid the decoys and use the ancient book to release it from the stone.

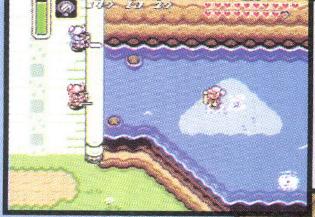
Death Mountain is more dangerous than ever! Falling boulders and steep cliffs threaten to end Link's quest.



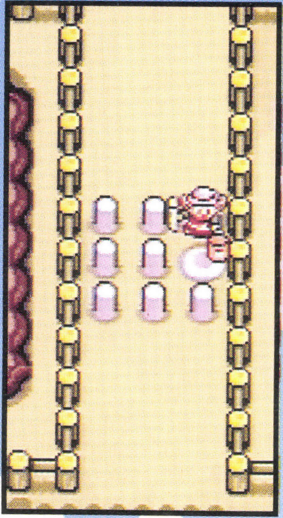


Look for transporters hidden all over the Overworld. They give you a quick trip to the Underworld.

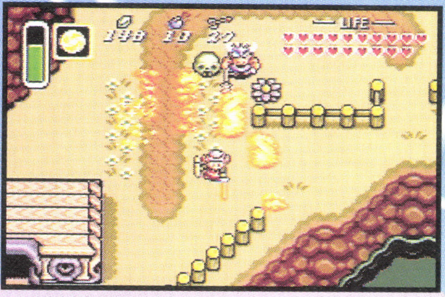




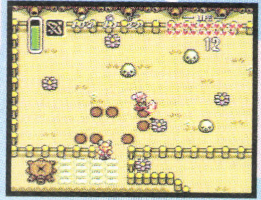
If you use the Magic Mirror to warp back to the Overworld, you can reach places that you couldn't before — and you usually find new items as well.



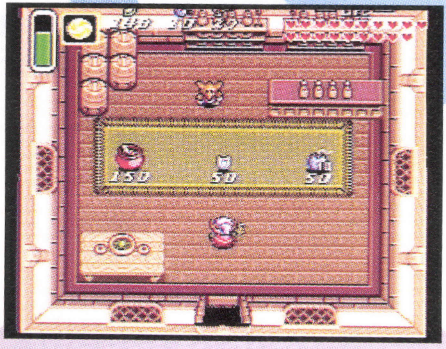
Use the hammer to knock these poles out of your way.



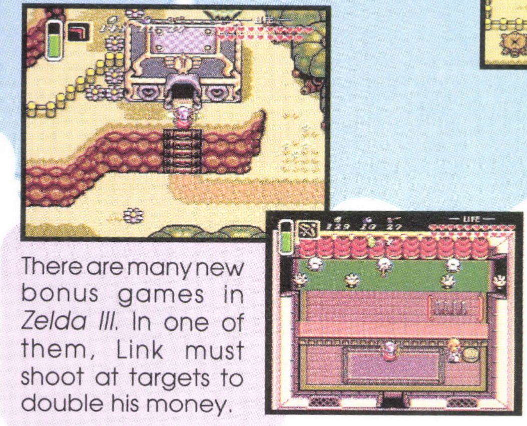
This is but one of the three ancient magic spells. Finding them is very difficult. Two are hidden in stones, while the third belongs to a fish.



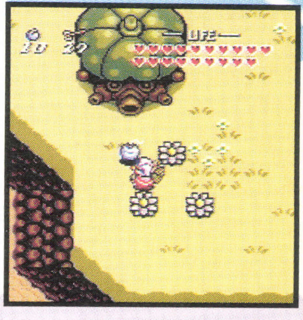
You can dig for treasure in this old man's backyard — for a fee.



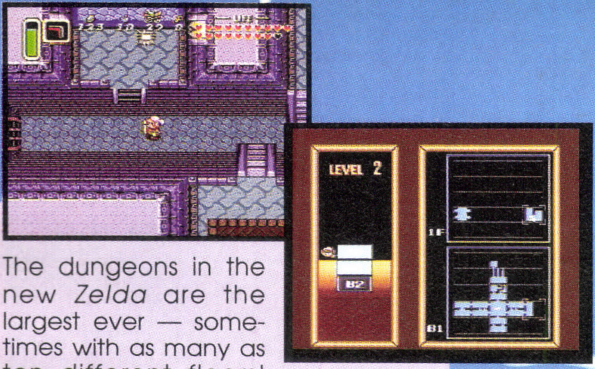
Shops are easy to find, since they're scattered almost everywhere. Here you can buy bombs, life potions, life hearts, and many other useful items.



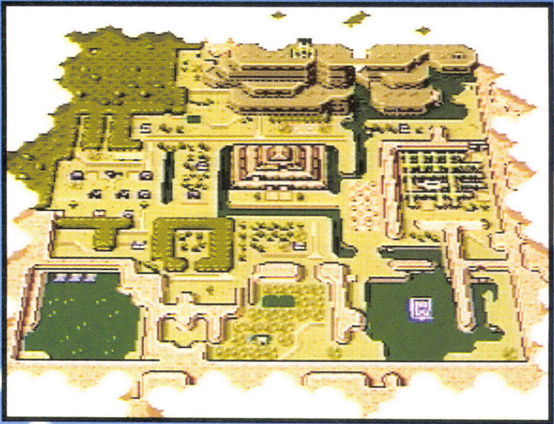
There are many new bonus games in *Zelda III*. In one of them, Link must shoot at targets to double his money.



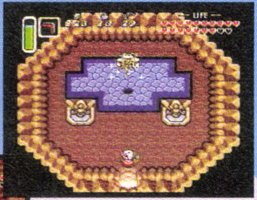
What's going on?! Some trees hurl bombs at you when you charge into them.

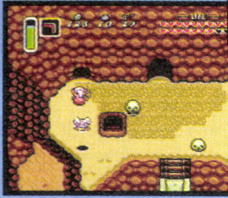


The dungeons in the new *Zelda* are the largest ever — sometimes with as many as ten different floors! Fortunately, a new and improved map screen helps you keep track of it all.

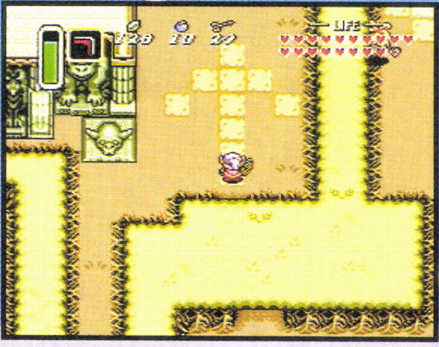


The Underworld

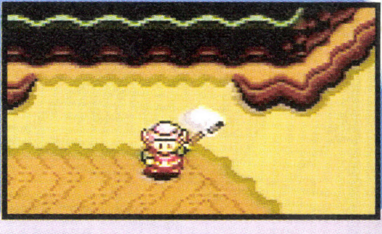




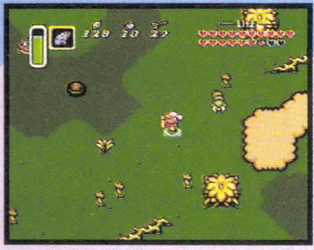
Cracks in the walls almost always mark hidden passages. Use bombs to open them up.



The first gem is hidden deep within this maze of weeds. Look for secret passages to reach the dungeon, and keep an eye out for an old man's house — you can find the Pegasus Boots there.

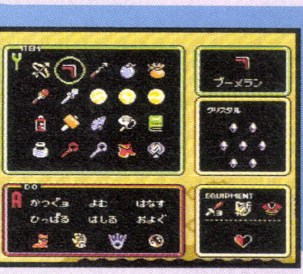


Use the net to capture bees or fairies that may come in handy later in the game.

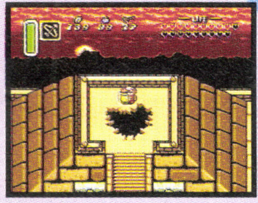


There's no telling what's skimming around under the water in the swampland. Head straight for the labyrinth, then go straight back out.

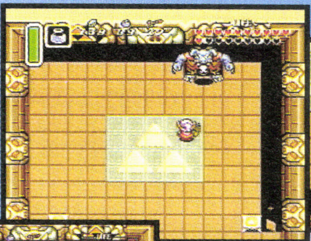
Link finds this magic cape in the Underworld. He's completely invisible as long as he's wearing it.

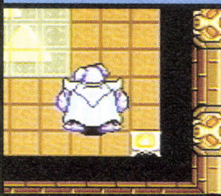


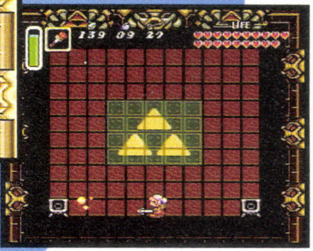
Here's the inventory screen of a fully powered-up Link. There's only one thing's missing — but that's for you to figure out.

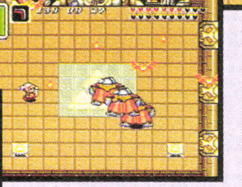


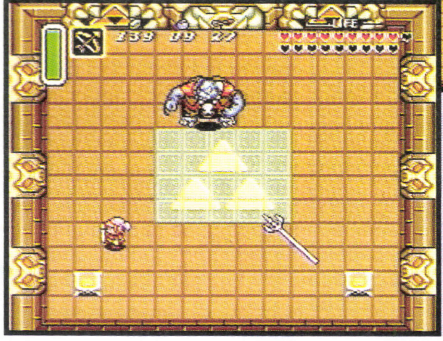
After a climactic battle with the evil priest, Link is shocked to meet an awesome new foe — Gannon! He quickly escapes, but with damage like this, his trail shouldn't be hard to follow.











The toughest battle yet awaits Link in Gannon's cham-ber. Link's archenemy knows many new tricks, each of which you must learn to repel. When the fight reaches its climax, Link must put an end to Gannon's evil for good by using a special weapon — but which one? If only he could ask his future great grandson....

SUPER NES
SONY

EXTRA INNINGS

Stephen Poole

5678910
0252
3

If you're a baseball fanatic who believes that a baseball game has to be as realistic as possible to be enjoyable, you might have trouble getting used to *Extra Innings.* But if you're more concerned with playability, good graphics, and a few touches of humor to lighten things up, *Extra Innings* will suit you to a tee.

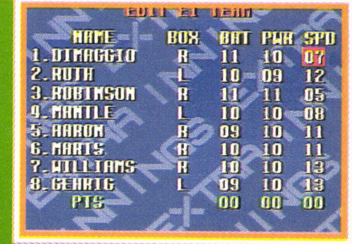
The players here may look like Little Leaguers, but *Extra Innings* has all the options baseball fans have come to expect in a videogame. One- and two-player games, an Edit Team function to create and modify your very own team, an option to sign up for the long haul of a pennant race — *Extra Innings* has all these features and more.

It won't take you long to hop right into the action. Learning how to pitch, bat, field, and steal bases is easy, so you can step up to the plate for a few exhibition games after only a quick glance at the manual.

It's the little humorous touches that makes *Extra Innings* different from other baseball games. When a batter strikes out, he breaks the bat over his knee, or a scowl appears on his face. You can make the pitcher rub the sweat from his brow before a pitch, and if a fielder makes an error, his eyes grow as big as saucers.

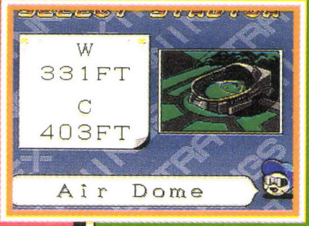
The only real weakness in *Extra Innings* is the way it handles the outfield game. All your fielders move the same way at the same time, so it's sometimes tricky deciding which player should head for the ball. Also, the graphics are weaker here than elsewhere in the game, mainly because the outfielders are so tiny — it's hard even to tell they're baseball players.

The cute, cartoony graphics and ease of game play make this a good baseball game for younger or novice players. And veterans will appreciate the Pennant Race and Team Edit features. *Extra Innings* really does have a little something for everyone.

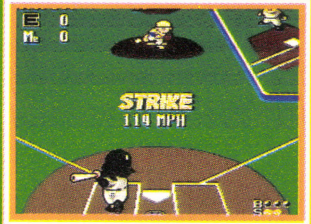


NAME	BOX	BAT	PWR	SPD
1. DIMAGGIO	R	11	10	07
2. RUTH	L	10	09	12
3. ROBINSON	R	11	11	05
4. MANTLE	L	10	10	08
5. AARON	R	09	10	11
6. MARIS	R	10	10	11
7. WILLIAMS	R	10	10	13
8. GEHRIG	L	09	10	13
PTS		00	00	00

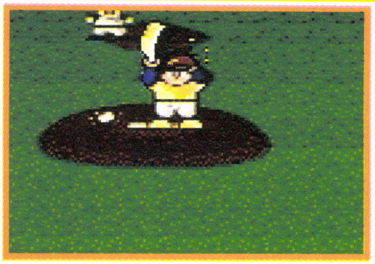
Create a dream team in the Edit Team mode.



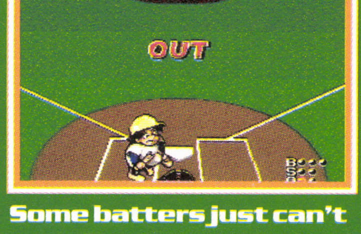
Before a game, choose a playing site from one of three stadiums. You can expect more home runs than usual in the Air Dome, the smallest stadium of the three.



If you use the Edit mode wisely, you can create superhuman pitchers — just look at the speed of this fast ball!

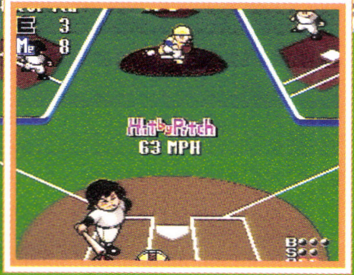


Extra Innings is full of nice details, such as this pitcher rubbing his head before deciding on a pitch.

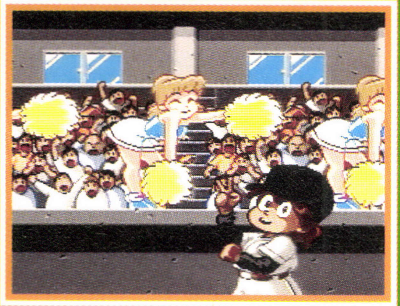


Some batters just can't handle striking out!

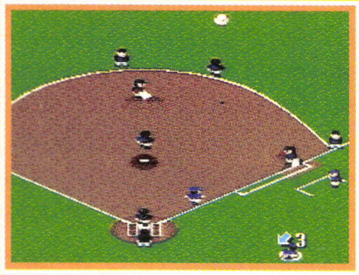
Sony Imagesoft; 9200 Sunset Blvd.; Suite 820; Los Angeles, CA 90069



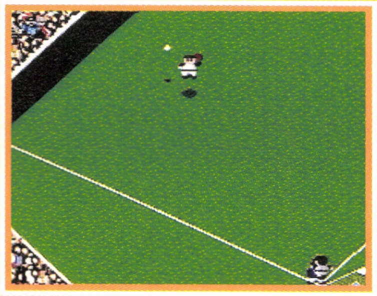
Ouch! This batter doesn't look happy now, but he might cheer up after his free trip to first base.



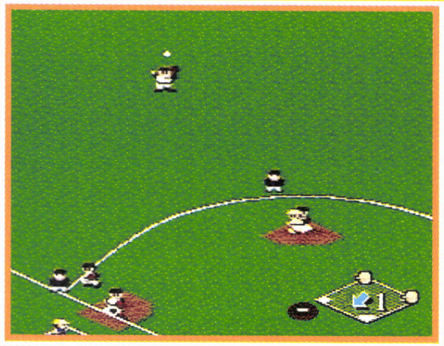
These cheerleaders kick up their heels whenever a batter pounds out a home run.



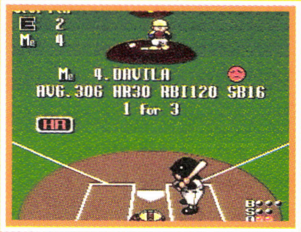
Hit a pop fly, and you can even see the laces on the ball.



When you leap to catch a ball on the fly, your hang time is incredible. If you miss the ball, you're still airborne as it goes by you.



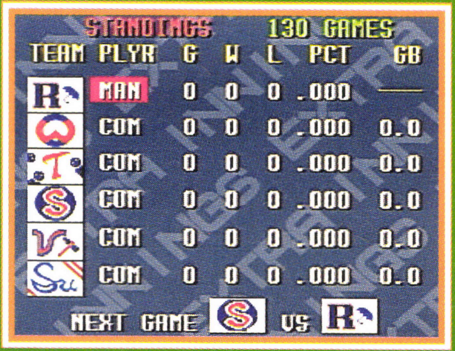
The graphic display of the outfield is the weakest point in *Extra Innings*. The players are tiny, and it takes them quite a while to reach the ball.



E 2
Me 4

Me 4.DAVILA
AVG.306 HR30 RBI120 SB16
1 for 3

Each batter's stats are displayed when he steps up to the plate.

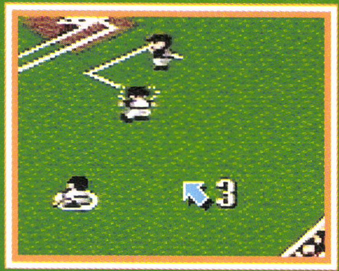


STANDINGS 130 GAMES

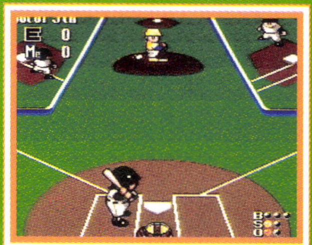
TEAM	PLYR	G	W	L	PCT	GB
R	MAN	0	0	0	.000	——
	COM	0	0	0	.000	0.0
T	COM	0	0	0	.000	0.0
S	COM	0	0	0	.000	0.0
	COM	0	0	0	.000	0.0
	COM	0	0	0	.000	0.0

NEXT GAME S VS R

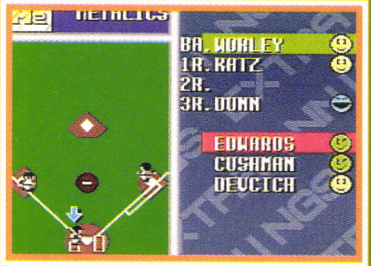
In the Pennant Race you compete against five other teams, with the season lasting anywhere from 10 to 130 games.



Tag a runner out, and he heads back to the dugout crying tears of disappointment.



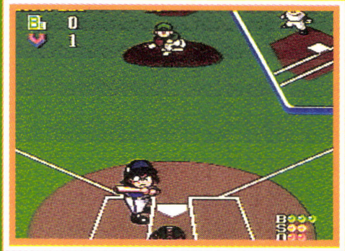
Base runners on first and third are displayed in windows at the upper corners of the screen. A runner on second can be seen behind the pitcher.



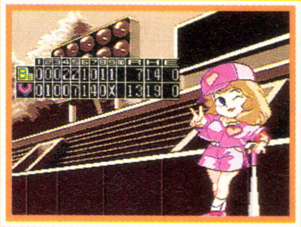
BA.WORLEY
1R.KATZ
2R.
3R.DUNN

EDWARDS
CUSHMAN
DEVCICH

When you really need a hit but a mediocre batter is headed for the plate, go to the substitution screen and check out pinch hitters.



This guy didn't break the bat after being struck out, but you can still see he's not too pleased with his performance.



This cute cheerleader shows you the inning-by-inning scoring at the end of each game.

UNCHARTED WATERS

William R. Trotter

Uncharted Waters is a fitting title for this new Koei game, reflecting not only the exploration you must perform in order to succeed, but also the gamble Koei has taken. Previously known only for its epic strategy games based on Asian history (*Nobunaga's Ambition*, *Genghis Khan*, and so on), Koei really is venturing into "uncharted waters" with this one — it's the company's first role-playing adventure, and the first game set in 16th-century Europe.

Players craving high-velocity arcade entertainment should look elsewhere, but those who seek a deeper, more leisurely style of gaming will find *Uncharted Waters* great fun. Absorbing, full of rich detail and unexpected pleasures, *Uncharted Waters* ranks with the best 8-bit games of the year.

The action begins in 1502, just as the Great Age of Exploration is getting under way. It's only ten years after Columbus discovered the New World — a time of epic voyages, when fortune went to the bold.

You assume the role of a young Portuguese sailor. You're from noble stock, but your family fell on hard times after your father was lost at sea. You've sworn to restore your family's honor, rank, and fortune by achieving glory as an explorer. The success of an explorer is often judged by the amount of gold he possesses, so shrewd trading is a must. Your voyages often take you to far-away ports that few other Europeans have ever seen.

The playing field in *Uncharted Waters* is literally the whole world (represented by great graphics done in the style of ancient maps). Starting out with a small coastal vessel and a skeleton crew, you amass wealth by trading in northern Europe and the Mediterranean until you can afford larger seagoing vessels that will make it possible for you to brave the great oceans. Eventually, you'll search for exotic, fabulously valuable cargoes, such as spices, gold, silk, and ivory.

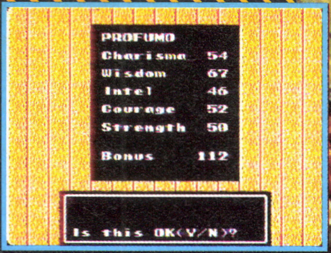
As your fame and fortune increase, you gain favor, rewards, and added rank from the Portuguese king. As you complete secret diplomatic missions, undertake special trading ventures, and fulfill royal commissions, you become rich enough to build huge, powerfully armed galleons that enable you to crush bloodthirsty pirates — even engage in naval campaigns against the fleets of Portugal's rivals.

If you survive the sea's perils long enough to reach the exalted rank of count, you may even be called upon to rescue the king's daughter, the beautiful Christiana, whom you have admired from afar for many years. Accomplish that mission, and you win both the game and the princess's love.

Koei took a long time to produce this game — after all, it's very different from the games that made them famous — but the end result is a complex, creative adventure with a style and zest all its own. *Uncharted Waters* looks terrific, plays great, and is filled with all kinds of colorful and interesting details.

If you've grown tired of videogames that seem punched out with the same mold, here's one that provides many, many hours of intense escapist entertainment. Once again, Koei has given us something special.

Koei; One Bay Plaza; Suite 540; 1350 Bayshore Highway; Burlingame, CA 94010

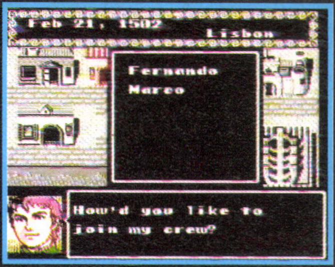


PROFUMO
Charisma 54
Wisdom 67
Intel 46
Courage 52
Strength 50

Bonus 112

Is this OK(Y/N)?

Once every 30 or 40 times you hit "N" to set your characters' attributes, the game gives you *double* bonus points. Assign at least 80 points to Courage — that helps you recruit good shipmates.

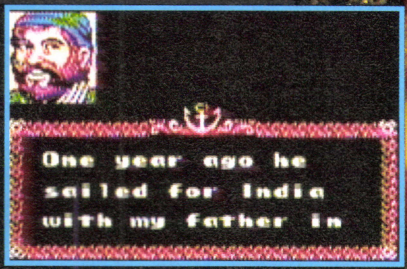


Feb 21, 1502
Lisbon

Fernando
Marco

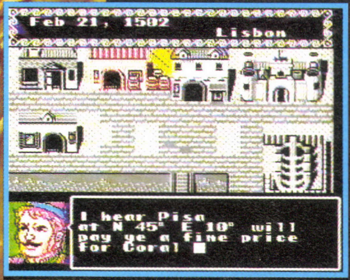
How'd you like to join my crew?

Use the Find Mates command to recruit navigators in the taverns. Marco, already in Lisbon when you begin your career, is an able fellow and is happy to sail with you.



One year ago he sailed for India with my father in

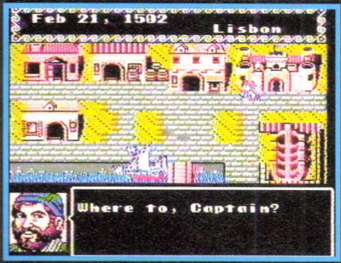
Although he's not a usable character in terms of game play, the old sailor pops up from time to time to give you advice. Always listen to what he has to say.



Feb 21, 1502
Lisbon

I hear Pisa at N 45° E 10° will pay ye a fine price for Coral

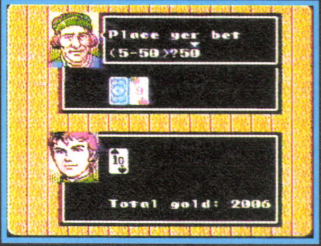
Use the Gossip command to gather valuable bits of information concerning trade opportunities. Gossip isn't free, however — you may have to pay two or three times before someone approaches you.



Feb 21, 1502
Lisbon

Where to, Captain?

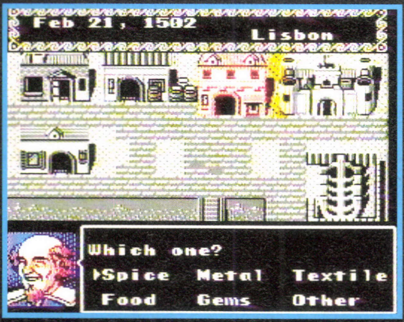
All ports are similarly laid out. From left to right, the upper row of buildings contains the guild hall, tavern, market, and local ruler's palace (if any). The bottom row contains the inn, the docks, and the shipyard.



Place yer bet (5-50)?50

Total gold: 2006

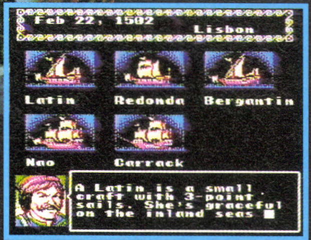
If you're low on money, you might pick up some small change by playing poker or blackjack. Most of the time, however, you're lucky to break even.



Feb 21, 1502
Lisbon

Which one?
▸Spice Metal Textile
Food Gems Other

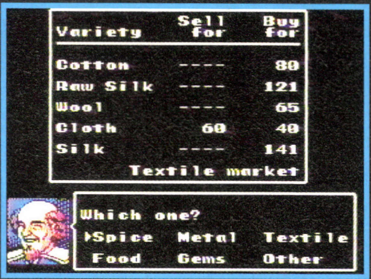
Whenever visiting a new port, be sure to check the local market conditions. There's nothing tricky to making a profit — just buy cheap and sell dear.



Feb 22, 1502
Lisbon

A Latin is a small craft with 3-point sails. She's graceful on the inland seas

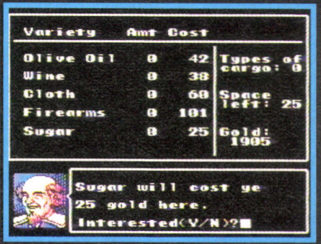
The only ship you can afford at the beginning of the game is a small, but speedy, coastal trader. Be sure to have her fully repaired at the shipyard before setting out.



Variety Sell for Buy for
Cotton ---- 80
Raw Silk ---- 121
Wool ---- 65
Cloth 60 40
Silk ---- 141
Textile market

Which one?
▸Spice Metal Textile
Food Gems Other

You should keep notes on which products are for sale at each port, as well as what imports fetch the highest prices. Never sail with an empty hold unless you've got a very good reason.

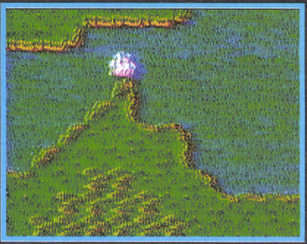


Variety Amt Cost
Olive Oil 0 42
Wine 0 38
Cloth 0 60
Firearms 0 101
Sugar 0 25

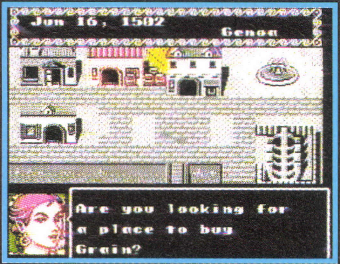
Types of cargo: 0
Space left: 25
Gold: 1905

Sugar will cost ye 25 gold here.
Interested(Y/N)?

If you're in a port allied with Portugal, refuse the first price you're quoted for goods. You can then haggle for a slightly better price — and usually get it.



Without a telescope, you can't spot ports until you're right next to them. So until you can afford a telescope, hug the shoreline so you won't miss places you need to visit.

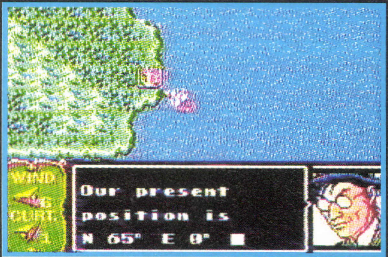


Jun 16, 1502

Genoa

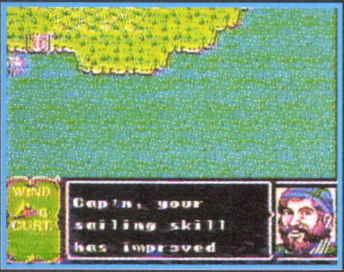
Are you looking for a place to buy Grain?

When you've been given a special assignment, go to the tavern and tip the waitress — repeatedly, if necessary — and she may give you some useful information.



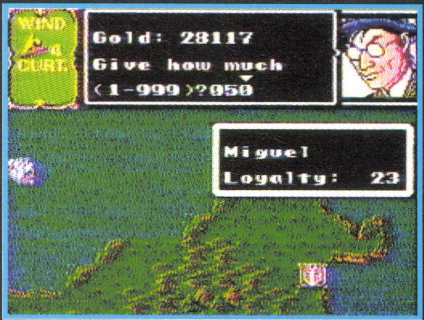
Our present position is N 65° E 0°

Once you've acquired a sextant, you can navigate with much more precision than before. Just use the Survey command while at sea.



Cap'n, your sailing skill has improved

The more ports you discover, the faster you build experience points. Long, hazardous voyages increase your fame more than short, safe ones. But regardless of the risk, save your game before setting out.



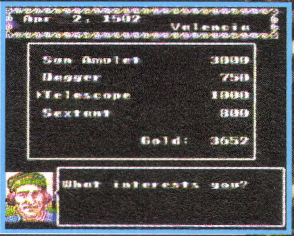
Gold: 28117

Give how much (1-999)?050

Miguel

Loyalty: 23

Use some of your early profits to raise your mates' loyalty levels to 100 percent. At sea, you need to be surrounded by men you can trust with your life.



Apr 2, 1502

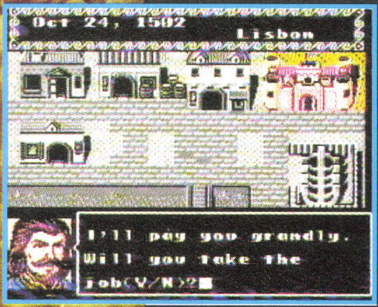
Valencia

```
 Sun Amulet      3000
 Dagger           750
▸Telescope       1000
 Sextant          800

          Gold:  3652
```

What interests you?

Three items found in the guild shops are absolutely necessary for success: the telescope, the sextant, and the hard-to-find speculum. Try looking for the latter in one of the northern Mediterranean ports.

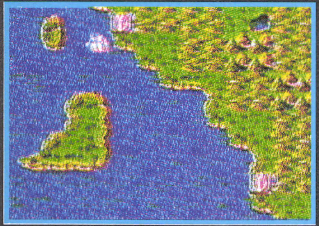


Oct 24, 1502

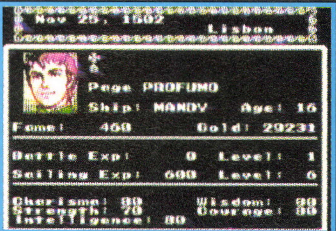
Lisbon

I'll pay you grandly. Will you take the job(Y/N)?

When the king summons you to Lisbon, it means that you're close to a promotion. Fulfill the mission he offers, and you're given a handsome reward as well as higher rank.



At first, look for short, modestly profitable trade routes. Pisa pays well for wool, and Naples for works of art. Make three-day trips between those cities (until your activities drive up the prices!) and accumulate a sizeable treasury in just a few weeks.



Nov 25, 1502

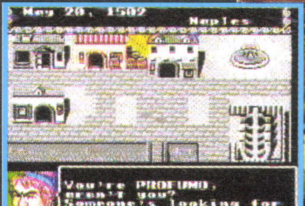
Lisbon

```
Page PROFUMO
Ship: MANDY        Age: 16
Fame:    460     Gold: 29231

Battle Exp:    0  Level:  1
Sailing Exp: 600  Level:  6

Charisma: 80       Wisdom:  80
Strength: 70      Courage:  80
Intelligence: 80
```

If you want to check on how you or your mates are faring, check into the inn and use the View command. You can also check the condition of your ships and the political and economic status of your current port.

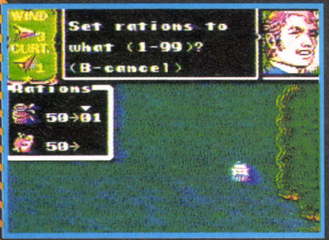


May 20, 1502

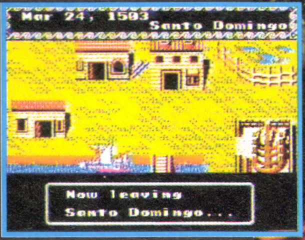
Naples

You're PROFUMO, aren't you? Someone's looking for ye in Seville at N 40° W 10°

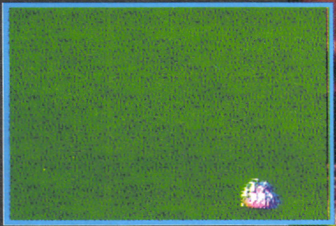
When you're approached in a tavern and told that someone is looking for you in such-and-such a port, proceed there without delay — you're given a chance to make some *real* money.


Set rations to
what (1-99)?
(B-cancel)

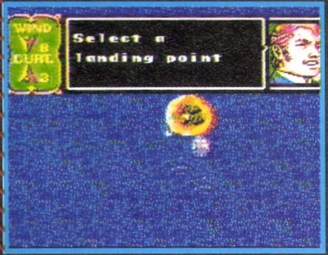
If you're on a long voyage with no source for provisions near at hand, you have the option of cutting the crews' rations so that the food and water will last longer.


Mar 24, 1503
Santo Domingo
Now leaving
Santo Domingo...

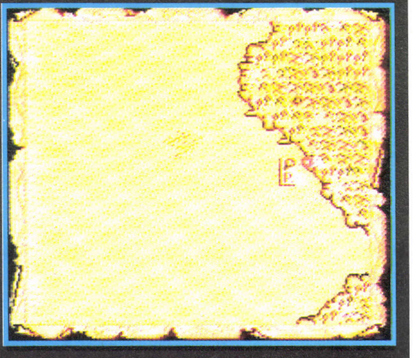
Santo Domingo in the Caribbean (10 degrees north latitude, 75 degrees west longitude) is an excellent place to buy coral, a highly prized cargo.



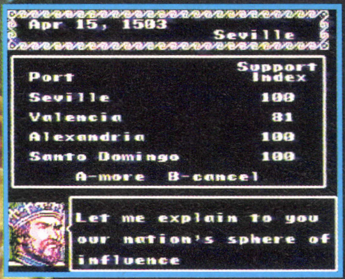
Crossing the Atlantic at the equator may be the slowest way to go. Try a latitude much farther north or south, where you might pick up a favorable trade wind and make much better time.


Select a
landing point

If you run short of water or need to make repairs, you can always go ashore on an island or stretch of coastline. You may not always find water, however, so don't wait until you've completely run out.



When you've acquired a speculum, you can use it to view a large area around your ship — this is very useful when you're looking for water or treasure.

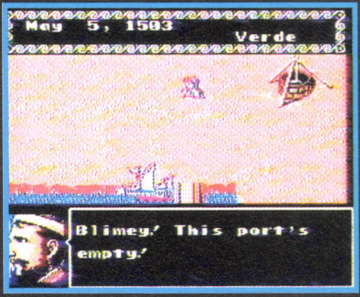

Apr 15, 1503
Seville

Port	Support Index
Seville	100
Valencia	81
Alexandria	100
Santo Domingo	100

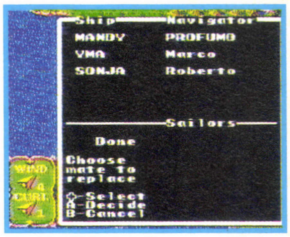
A-more B-cancel

Let me explain to you
our nation's sphere of
influence

Visit the Spanish king in Seville to learn about the political situation and discover which ports are friendly to Spain and Portugal.


May 5, 1503
Verde
Blimey! This port's
empty!

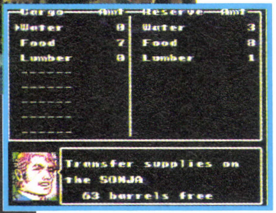
In some of the wilder regions, you find ports that are very primitive — you can't do business here, but you can at least restock your food and water.



Ship	Navigator
MANDY	PROFUMO
VMA	Marco
SONJA	Roberto

Sailors
Done
Choose
mate to
replace
✧-Select
A-Decide
B-Cancel

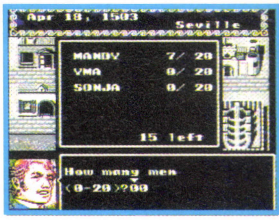
Replacing an existing ship with a newer or larger one is complicated. Since you can't sell the captain's ship, you must first replace him as navigator with one of the mates from another vessel.



Cargo	Amt	Reserve	Amt
▸Water	0	Water	3
Food	7	Food	8
Lumber	0	Lumber	1

Transfer supplies on
the SONJA
63 barrels free

Transfer the goods and supplies from the ship you're going to sell onto one of the ships you plan to keep.

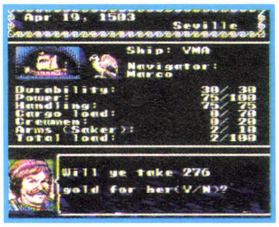

Apr 18, 1503
Seville

MANDY	7/ 20
VMA	0/ 20
SONJA	0/ 20

15 left

How many men
(0-20)?00

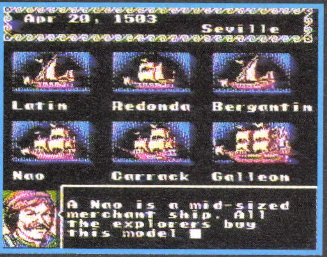
Now go to the inn and dismiss the crew. Don't feel bad about it — you can always rehire them the next day.


Apr 19, 1503
Seville
Ship: VMA
Navigator:
Marco

Durability:	30/ 30
Power:	75/100
Handling:	75/ 75
Cargo load:	0/ 70
Crewmen:	0/ 20
Arms (Saker):	2/ 10
Total load:	2/100

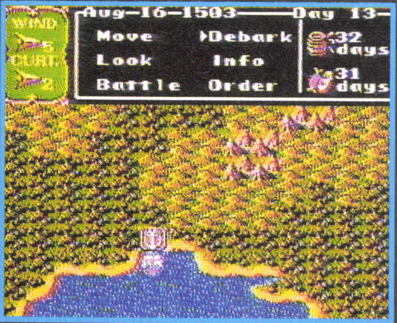
Will ye take 276
gold for her(Y/N)?

Sell the old vessel at the shipyard (you won't get much for it, but it's better than nothing!), then choose the new ship. But don't forget to return to the inn and hire a crew, or you won't be able to sail her anywhere.

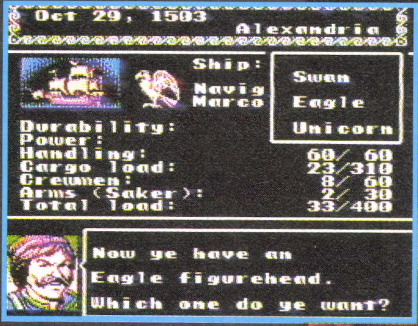

Apr 20, 1503
Seville
Latin
Redonda
Bergantin
Nao
Carrack
Galleon

A Nao is a mid-sized merchant ship. All the explorers buy this model

The *Nao* is a good medium-sized ship. She's not too expensive to maintain, she handles well in the open sea, and her cargo space is three times that of the small coastal traders you used early in the game.


Aug-16-1503
Day 13
WIND 5
CURT. 2
Move
Debark
Look
Info
Battle
Order
32 days
31 days

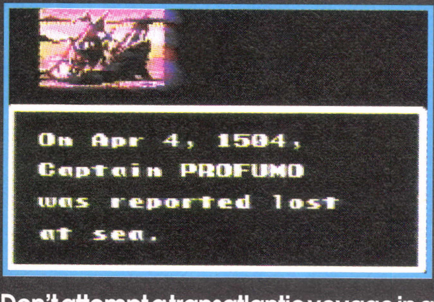
San Jorge (lower West Africa, 0 degrees south, 0 degrees west) is a good place to buy ivory and gold, two cargoes that fetch top dollar in any European port.


Oct 29, 1503
Alexandria
Swan
Eagle
Unicorn

```
Ship:
Navig
Marco
Durability:
Power:
Handling:              60/ 60
Cargo load:            23/310
Crewmen:                8/ 60
Arms (Saker):           2/ 30
Total load:            33/400
```

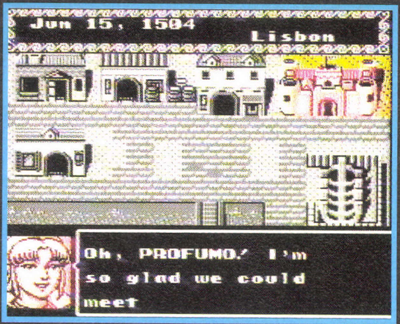
Now ye have an Eagle figurehead. Which one do ye want?

For each ship in your fleet, buy the most expensive figurehead you can afford. Not only does a figurehead improve your luck, but it also increases your chances of surviving a storm.



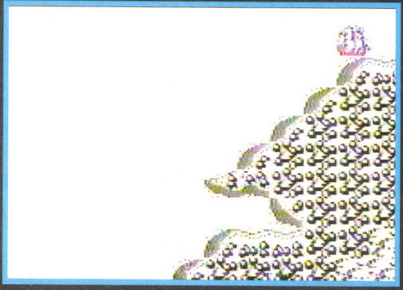
On Apr 4, 1504, Captain PROFUMO was reported lost at sea.

Don't attempt a transatlantic voyage in a vessel designed for coastal waters — this is the usual result.

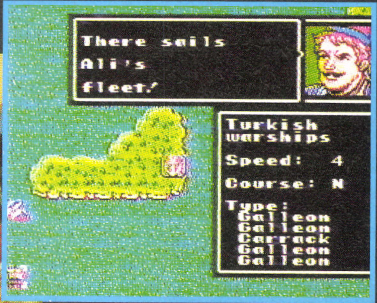

Jun 15, 1504
Lisbon

Oh, PROFUMO! I'm so glad we could meet

After the king promotes you a few times, you're able to pay court to the lovely Christiana. Rescuing her is your final challenge in the game.



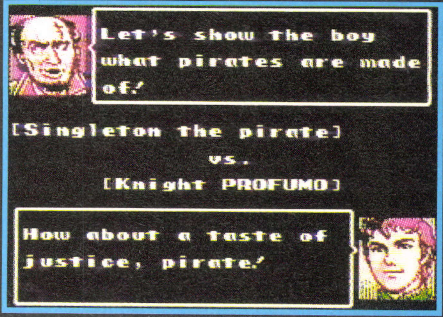
Always save your game before sailing to West Africa. The storms are very dangerous and very frequent. Even if you survive, be prepared to lose at least one ship.



There sails Ali's fleet!

Turkish warships
Speed: 4
Course: N
Type:
Galleon
Galleon
Carrack
Galleon
Galleon

Only in the second half of the game should you risk combat, and then only with merchant ships. Until your mates have earned enough battle experience points, you only get massacred.

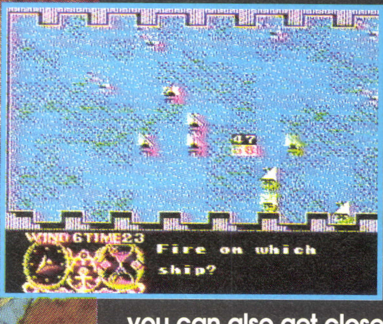


Let's show the boy what pirates are made of!

[Singleton the pirate]
vs.
[Knight PROFUMO]

How about a taste of justice, pirate!

Smashing pirates, however, earns you great fame and fortune — if you have the weapons and experience to pull it off.

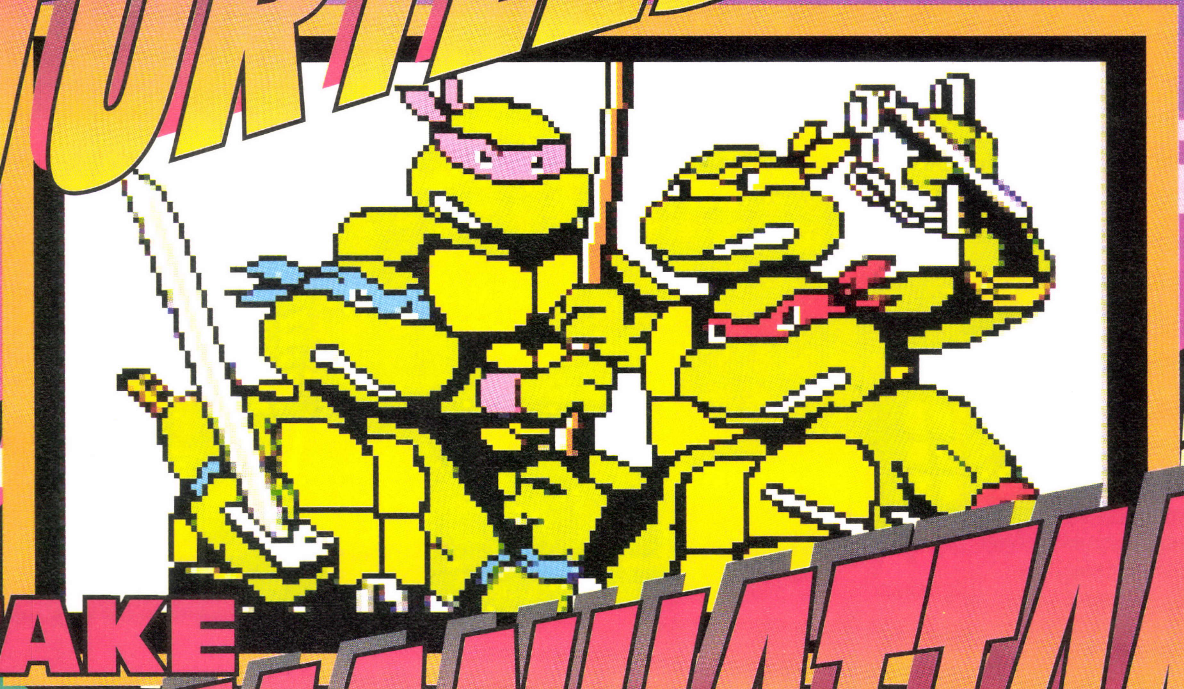

47
58
WIND 6 TIME 23

Fire on which ship?

In battle, the top figure shows the hull strength of the target ship, and the bottom number (in red) gives the number of surviving crewmen. Besides gunnery, you can also get close and try to win by boarding the enemy ship.

NES
KONAMI

TURTLES TAKE MANHATTAN



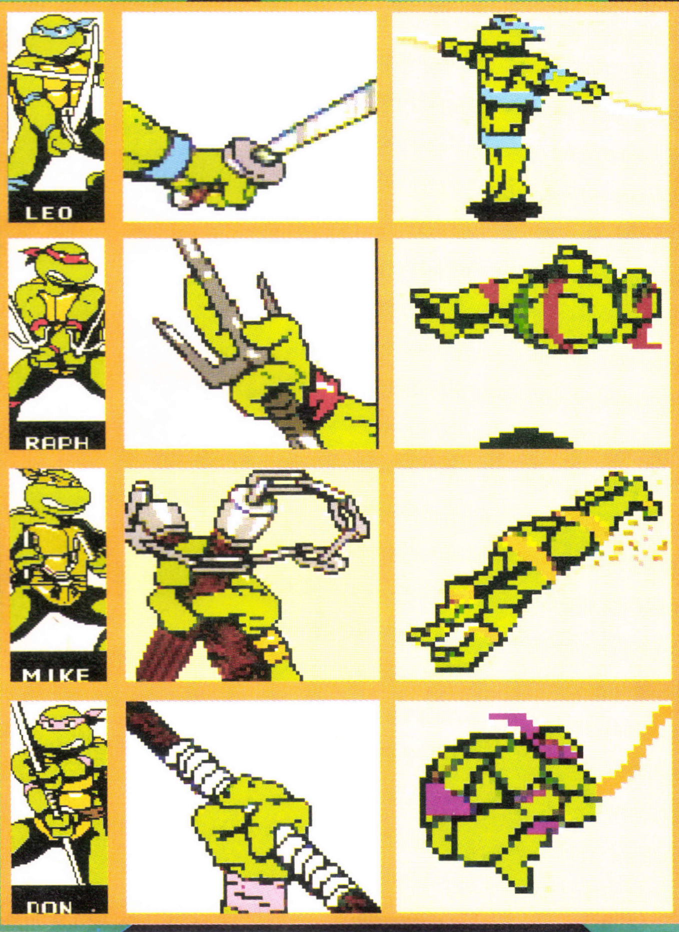
JONATHAN GAGNON

All those dudes and dudettes that can't get enough of those crazy, pizza-loving reptiles are in for a treat. Donatello, Leonardo, Michelangelo, and Raphael have been relaxing in Florida. But their vacation's about to be cut short.

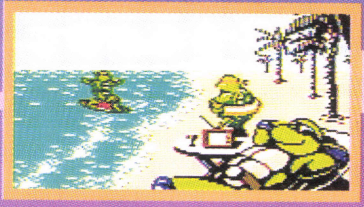
Crime waits for no turtle, and the TMNT gang was watching TV when they saw Shredder interrupt April's newscast with a personal message for our heroes in a half shell: He's not only kidnapping April, but he's also stealing a little plot of land — Manhattan!

In *Teenage Mutant Ninja Turtles III — The Manhattan Project*, the foursome must keep Shredder from taking a bite out of the Big Apple. There's nothing particularly new in this NES adventure, but the action is reliable. The turtles must rescue April (again) and fight a lot of familiar faces. In fact, the screens and enemies can be repetitive. But the watersports are new, and the overall playability is stronger than in the last game. Action fans should be satisfied, and turtle-lovers will be happy with *The Manhattan Project*.

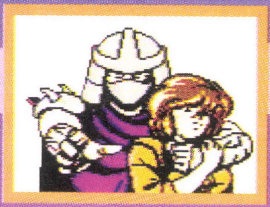
The Turtles and Their Special Moves



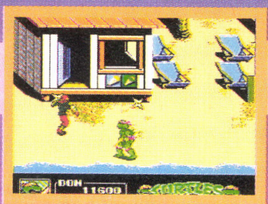
Konami; 900 Deerfield Parkway, Buffalo Grove, IL 60089-4510



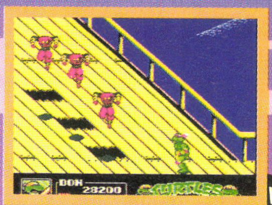
The turtles deserve a vacation after all the Shredder-kicking done in their previous games.



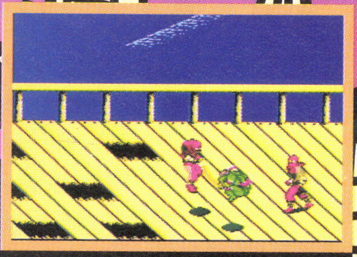
But wait! Shredder is up to his old tricks — and this time he has taken over the city of Manhattan as well as kidnapped April.



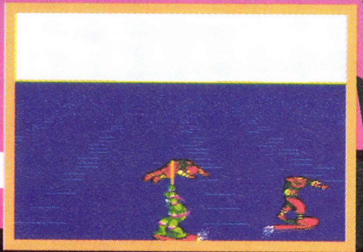
Some of these Foot Soldiers carry throwing stars. Stay out of the line of fire, then move in for the kill when they stop throwing them.



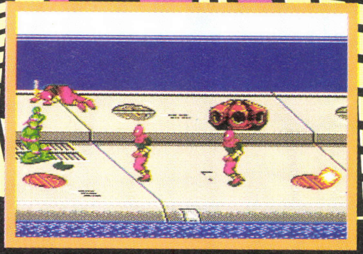
Move cautiously here — there could be some Foot Soldiers hiding beneath the pier.



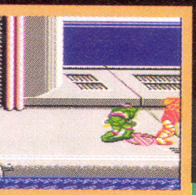
Here's some turtle advice: When you're down to one bar on your life meter, start using your special move. It's more powerful than regular maneuvers, and your meter won't decrease when you use it.

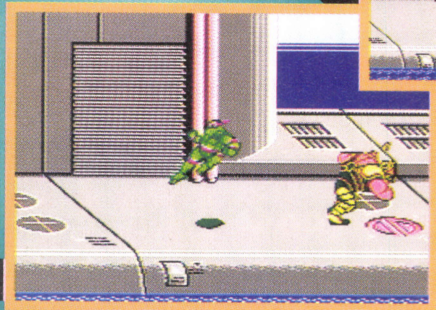


Surf's up, dude! If you stand against the edge of the screen while swinging your weapon, the Foot Soldier should move right into it.

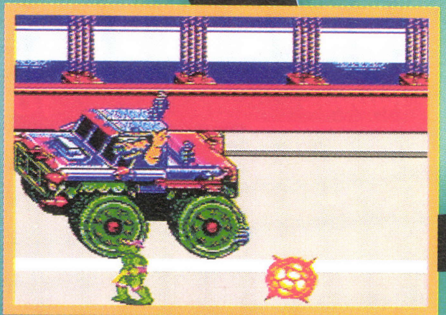


Position yourself in the left corner to avoid the gunfire and to lure the Foot Soldier into your sword.

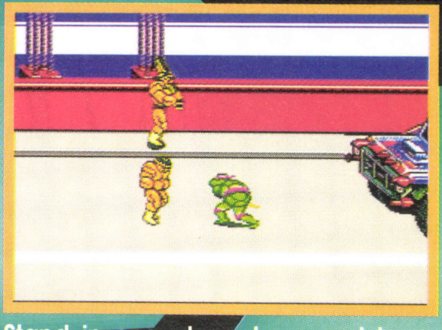




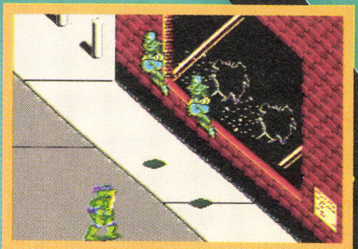
GroundChuck tries to head-butt the turtles. To defeat him, first hop over him when he charges. When he's stuck in the side of the screen, that's your cue to swing at his back. You can also hit him in the back when he swings pipe.



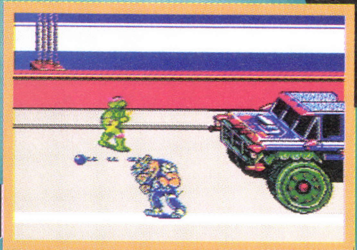
When you see the grenades coming from this truck, start walking to the left — the grenades will fall behind you.



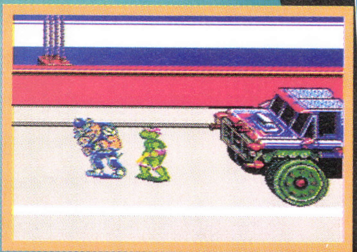
Stand in one place here and keep swinging your weapon. The stone warrior walks right into the blade.

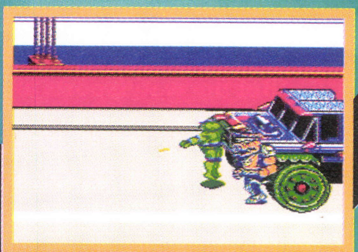


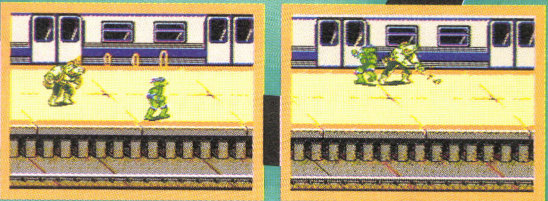
You'd think these Foot Soldiers could use a door.



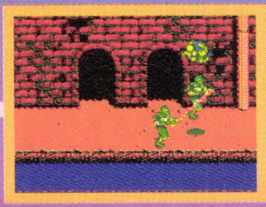
To defeat BeBop, wait until he throws his ball and chain, then move behind him and whack his back. Quickly move away to avoid his kick. The easiest way to defeat him is to put yourself against the truck when Bebop's in front of you, then keep repeating your special move. He won't even be able to touch you.



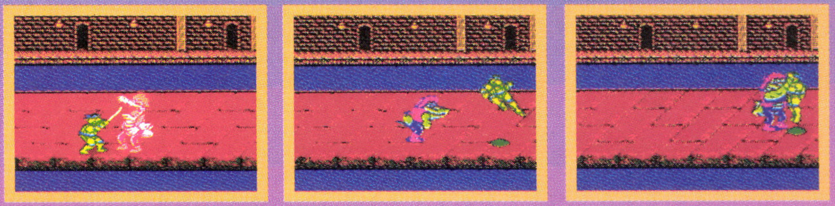




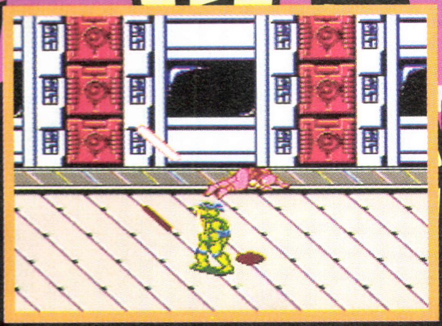
When Dirtbag hops out of his railroad car, he tries to hit you with a beam from his head. He also uses his pick to puncture your turtle shell. Wait until his pick is stuck, then come from behind and slaughter him.



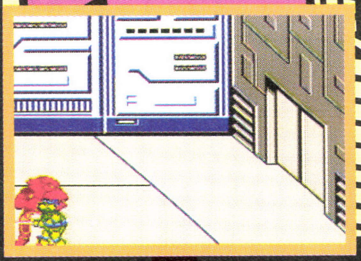
Hey — anybody up for a little electrical limbo? If not, just leap over the electrical beam.



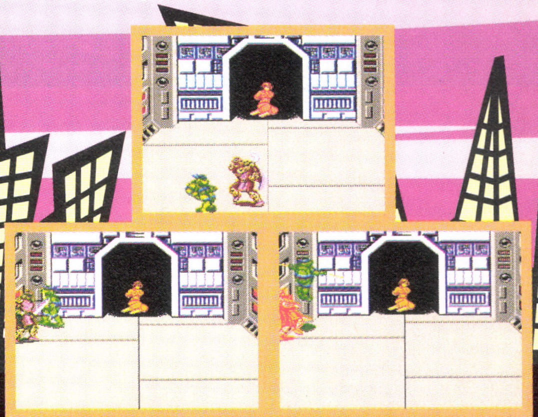
There's nothing like fighting a formal reptile. Although you can hit Leatherhead, then quickly move to avoid his tail, your *best* move is to keep jump-kicking him. When he starts to charge, continue to jump-kick so that he can't grab you and throw you against the wall.



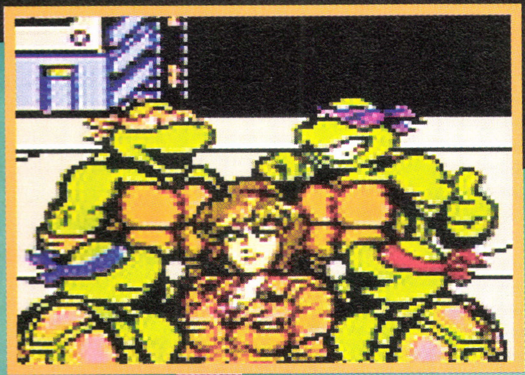
There's a pattern to the electrical beams: one low and one high. Jump the low one and walk under the high one — even while you're fighting a Foot Soldier?



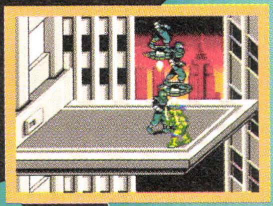
Rahzer tries to freeze you into a turtle popsicle. Lead him into the corner and jump on him. Watch out for the crystals he blows and keep hitting.



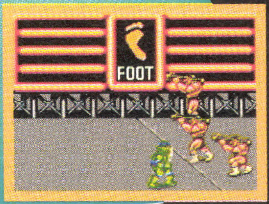
April's free at last — at least, she is if you can defeat Shredder. An easy way to destroy him is to position yourself one step below him while he's against the wall, then hit him with your special move. When he leaps around the room, just move out of the way and position him against the wall again. Keep it up until he's obliterated.



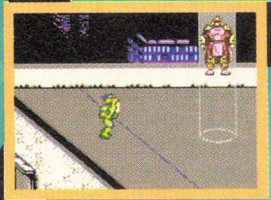
With April in safe hands, concentrate on wringing Shredder's neck.



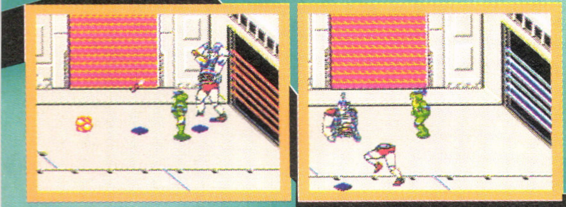
These Foot Soldiers try to flatten you, so knock them all of their platforms with jump-kicks before you start fighting them.



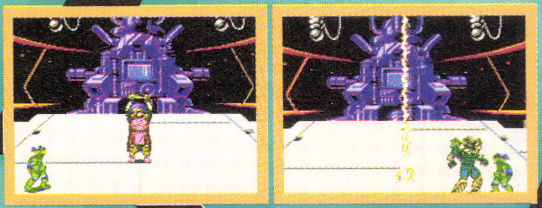
Shredder's getting away, but he'll have to fight the turtles *some*time.



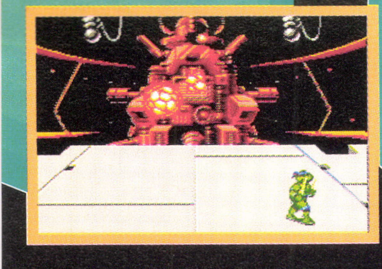
Make sure the turtles don't get too close to the electric sign, or else you've got fried green turtles.



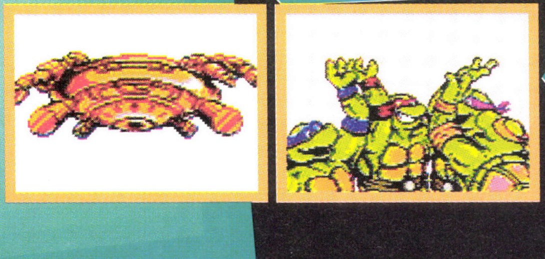
To defeat Krang, the best thing to use is your special weapon — especially when he starts to spit out bombs from his stomach. When he spits, watch out for his top half, which tries to flatten you with the hammer.



Here's Shredder again. But wait — this is *Super* Shredder! When he stops to shoot lightning, hit him with your special weapon to take him out quickly.



Let's get out of here — this place is going to explode!



Cowabunga, dude! You've done it! Now it's time for some pizza.

GP

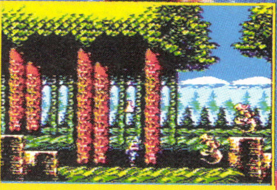
KICKMASTER

Richard Lashley

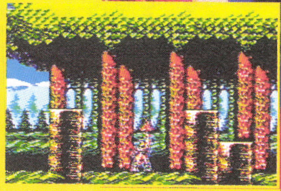
Lowrel, your home, is under attack. A powerful and cunning wizard named Belzed has been patiently waiting for the right moment to attack. Now, right under the noses of the courtroom guards, Belzed has assassinated Lowrel's king and queen and has whisked the princess, Silphee, off to a haunted tower.

To fight Belzed and rescue the princess, Lowrel needs a battle-hardened expert in martial arts — you. Luckily, you've prepared for this fight for years. As the youngest warrior ever to earn the coveted title of Kick Master, you alone have the skill to face Belzed.

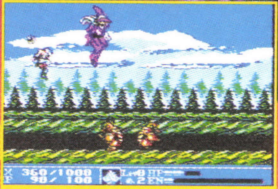
In Taito's adventure *Kick Master*, you travel



Tucked in a chest on this path in the Witches Forest is the Bouncing Bulb spirit, which shoots destructive magic from a floating orb. Each shot drains your magic power by three points.

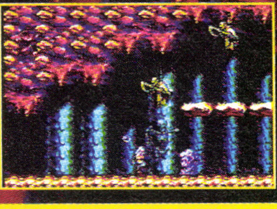


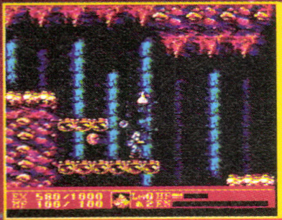
Increasing your experience and magic levels is crucial in this battle for Lowrel. Three power-ups explode into the air from each destroyed enemy. It's hard to catch them all, but each one helps.



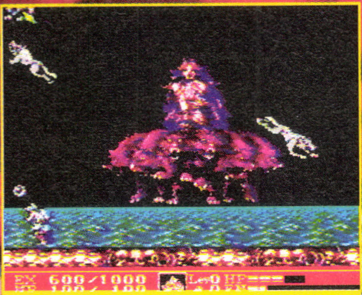
Druilla, the boss of stage 1, conjures up lizard warriors who roll around like bowling balls. Leap above their attacks and use your Bouncing Bulb magic to knock Druilla from the skies.

In the Caverns of No Return, Grim Reapers drop from the ceiling, toting their traditional scythes. These Reapers are most vulnerable as they drop, so kick them in midair.

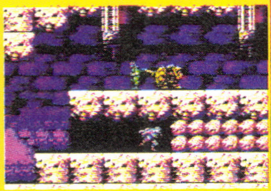




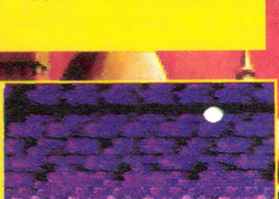
These fragile bridges tumble from beneath your feet if you stand in one spot too long. However, before you sprint off this bridge, go in the cave to the left to find the Magic Boots spirit, which enables you to walk over dangerous areas without a scratch.



Wolfrider, the boss of the caverns, surrounds herself with lasers and flying wolves. Squat in the lower left and cast Bouncing Bulb spells to destroy the wolves in the upper right. When you destroy Wolfrider, you receive the Twin Power spirit, which creates a twin to draw enemies away from you.

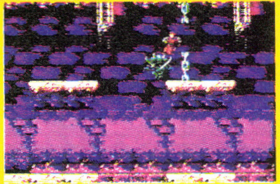


Whenever you see these brown blocks, look for valuable objects inside them. You can often find power-ups or secret passages — such as this one in stage 3.

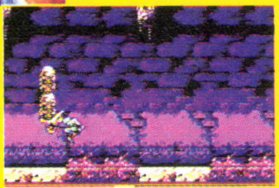


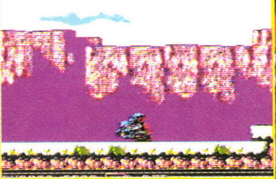
Wingleader, the boss of stage 3, swoops down at you under the cover of his lightning orb. Avoid his attacks — and be patient. When he drops to the floor, attack him with a series of knee-drops. You're given the Lightning spirit after this battle.

Chains plummet from above in Belzed's first stronghold, and this sub-boss spins himself into a ball of energy. If you have 1,000 experience points, you can use the knee-drop to kill this creature.



This hypnotic chain of snake bones is topped by a thick skull rocketing straight for you. Ram a high kick into his jaw whenever he drops to the floor. If you're quick enough, you can stun him with one blow and score repeated hits.





As you progress into stage 4 (The Bottomless Crevice), you should have attained level 2 (2,000 experience points) and can add the slide-kick to your repertoire of martial arts.

through eight stages simply crawling with death. You must not only use your fists, but you must also use your head. Your martial arts are complemented by a variety of dynamic spells, but you must have a lot of magic points to fuel the spells.

Magic flashing from your fingertips and demented creatures roaming the countryside may sound dramatic. Unfortunately, the graphics aren't all they could be in *Kick Master*. Small characters, flickering bosses, and rather bland scenery can make following the action confusing. Nevertheless, your character responds smoothly to your commands, and there is an impressive mix of kicks for you to master throughout the game.

You begin your mission in the Witches' Forest with your magic and experience levels at their minimum. Luckily, the enemies you initially face are easily defeated with basic martial arts. As you advance, you're able to withstand more and more damage, and the range of magic you can cast increases simply by picking up the items destroyed enemies leave behind.

After you defeat a boss, you receive a magic spirit with a unique power. However, you can use only one type of magic at a time, and the number of magic points you have limits not only the spells you can cast, but also how frequently you use them.

Your main tool for survival is skill in martial arts. You begin with only three moves: the high-kick, the sweep-kick, and the vertical press-kick. Once you've collected 1,000 experience points, you advance to level 1 to master the knee-drop — your best defense. Some enemies are armor-plated, and the knee-drop enables you to crunch down on your enemies from above. As you advance, you're given new moves, and

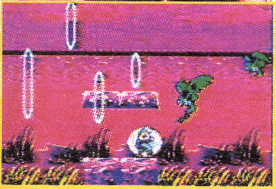
KICKMASTER

Taito; 390 Holbrook Drive; Wheeling, IL 60090

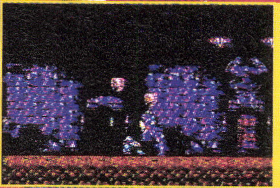
your maximum possible hit points and magic points increase.

It's important to have *a lot* of magic points so your spells don't sputter and die during battle. The further you progress, the more important magic becomes. In stage 7, for example, you receive the Earthquake magic spirit, a spell that drains 20 magic points every time you use it! But the results are worth it. After an Earthquake spell is cast, your opponent is frozen in his tracks, becoming an easy target for your attack. In stage 8, as you clamber up the slimy stones of Belzed's Haunted Tower, this powerful spell is *essential*.

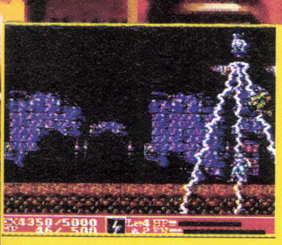
Kick Master is a ninja-with-a-magic-wand game that strongly resembles Tecmo's *Ninja Gaiden*, except that you have a variety of kicks instead of a variety of weapons. You've probably played a game like *Kick Master* before—only the graphics have changed.



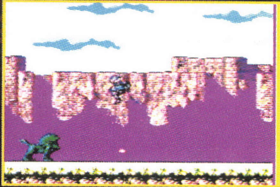
The Force Field spell comes in handy as you fight a swarm of goblins at the end of this stage. As the shield absorbs the creatures' sonic blasts, attack these airborne enemies.



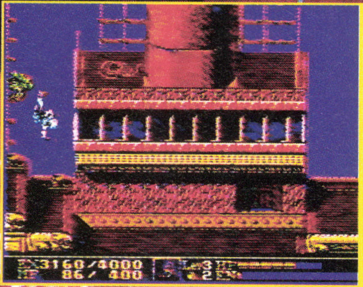
As you approach Belzed's Haunted Tower in stage 7, karate soldiers attack with overwhelming forces. However, your slide technique allows you duck their attacks by sweeping through their legs.



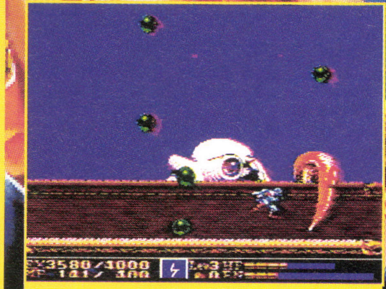
At the exit from stage 7, a feathered menace waits for you. Difficult to defeat with just physical blows, this bird is quite sensitive to your Lightning magic. You need the Earthquake magic you receive from this battle not only for the sub-bosses, but also for your final battle with Belzed.



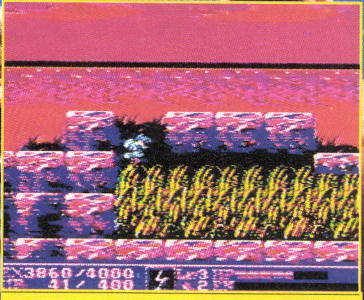
The boss of stage 4 is a lion who spits fire and ignites himself into a ball of flame as he charges. Save your magic for more difficult battles and use a few well-placed knee-drops.



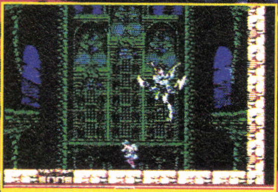
On Belzed's Ship of Strife, squishy sea creatures try to prevent you from getting to the bridge. Look for power-ups inside. To destroy the flying demon outside, run to either side of the bridge. Keep the creature off balance and give yourself time to set up a vertical press-kick as he dives out of the masts.



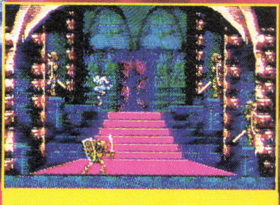
This octopus boss, which drapes long tentacles over the bulwark, puts up a tough battle. As you dodge the bubbles, attack each tentacle as it hangs over the side. Once they're chopped away, attack his head with Lightning spells. You collect the Whip Lightning spell at the end of this battle.



You find the Force Field magic item in an underground pit of vines just past the entrance into the swamp in stage 6. The Force Field protects you from bullets.



Battles with stubborn opponents are easy once you have the Earthquake magic. Freeze this first sub-boss with a quake, then hit him repeatedly with high kicks while he's helpless.



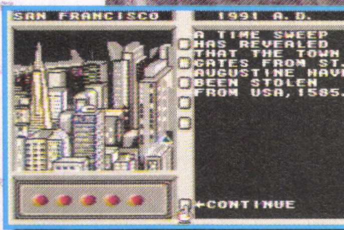
Belzed's last line of defense is a towering knight. After you defeat him once, he changes shape and continues fighting. Keep attacking with your flying jump-kick. Belzed is near, very near.

CARMEN SANDIEGO

A MILESTONE FOR NINTENDO GAMES

SELBY BATEMAN

For years, hundreds of thousands of computer gamers have been hunting down arch-villain Carmen Sandiego and her gang of thieves in *Where in the U.S.A. Is Carmen Sandiego?*, *Where in the World Is Carmen Sandiego?*, *Where in America's Past Is Carmen Sandiego?*, and other games in the series. Now NES owners have the chance to play the Nintendo version of the popular and engaging detective games. Not only is Carmen coming to NES, but the games have also sparked a new television series on the Public Broadcasting System (PBS), and a new collection of books as well.

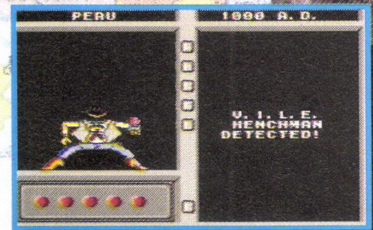


SAN FRANCISCO
1991 A.D.

A TIME SWEEP HAS REVEALED THAT THE TOWN GATES FROM ST. AUGUSTINE HAVE BEEN STOLEN FROM USA, 1585.

←CONTINUE

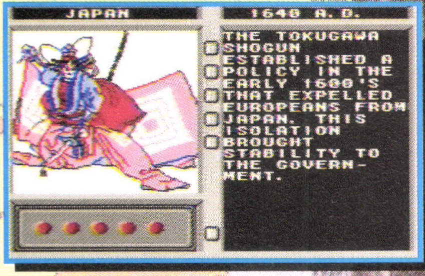
The release of *Where in Time Is Carmen Sandiego* is a milestone for Nintendo software. Not only is it a wonderful game for both kids and adults, but (don't tell anybody!) it's an *educational* game as well.



PERU
1000 A.D.

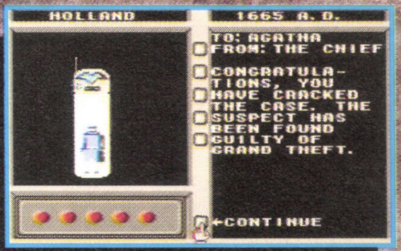
V.I.L.E. HENCHMAN DETECTED!

First and foremost, however, *Carmen* is a great game. In more than 80 different missions, players piece together clues about the theft of important historical items such as Paul Revere's horse, Napoleon's hat, and so on. You must travel across time and space to track down Carmen and her gang, visiting dozens of locations around the world and time periods throughout the past 1500 years.



JAPAN
1640 A.D.

THE TOKUGAWA SHOGUN ESTABLISHED A POLICY IN THE EARLY 1600'S THAT EXPELLED EUROPEANS FROM JAPAN. THIS ISOLATION BROUGHT STABILITY TO THE GOVERNMENT.



HOLLAND
1665 A.D.

TO: AGATHA
FROM: THE CHIEF

CONGRATULATIONS, YOU HAVE CRACKED THE CASE. THE SUSPECT HAS BEEN FOUND GUILTY OF GRAND THEFT.

←CONTINUE

At the beginning of each mission, the Chief of the Acme Detective Agency gives you an assignment, and you hop in the Chronoskimmer travel machine to search the scene of the crime. You're given a few clues: You know what the crime was, the location and time period, and how much time you've been given to crack the case.

The heart of the game is in checking various locations, looking for clues, and narrowing down the possibilities. That's where *The New American Desk Encyclopedia* comes in. This excellent reference book is included in every *Carmen* package. Use it to look up clues in the information you gather, and cross reference any dates, people, and locations. As you uncover evidence about the culprit — ranging from eye color to favorite author — enter it in the database until you're finally able to issue a warrant for the crook's arrest. Another case solved!

If anyone has any doubts about whether learning and fun can go hand in hand, spend some time with Konami's *Where in Time Is Carmen Sandiego?*.

CARMEN SANDIEGO

THE GAME SHOW

After-school TV is usually a hodgepodge of reruns, cartoons, and talk shows. But this fall there's something new on the airwaves — the first game show produced by PBS.

As in the computer and video-game versions of *Carmen Sandiego*, the game show "Where in the World Is Carmen Sandiego" begins with a theft by one of Carmen's gang. The items stolen include the Eiffel Tower, Lincoln's nose from Mount Rushmore, the *Mona Lisa*, and the Indianapolis Motor Speedway.

Above: Lynne Thigpen plays the head of the Acme Detective Agency; Greg Lee is the show's resident detective and host.
Right: Thigpen, Lee, and the members of the show's vocal group, Rockapella.

Game-show host Greg Lee meets with "the Chief," Lynne Thigpen, to get details of the latest robbery. But it's up to the contestants — cheered on by the 150 kids in the studio audience — to track down Carmen and her gang, who are brought to life by computer animation.

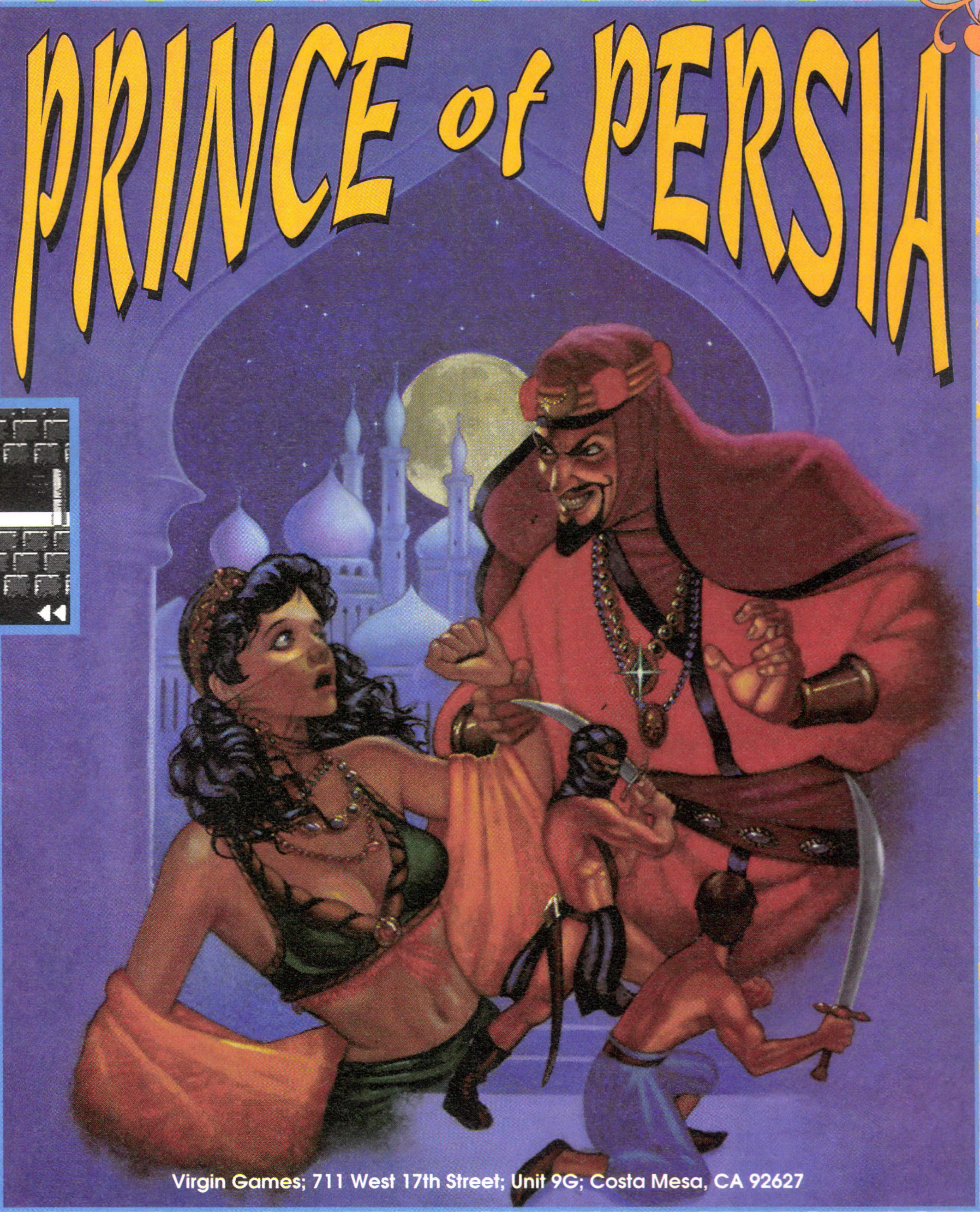
A PBS spokesperson says "Where in the World Is Carmen Sandiego" blends "traditional game show elements with a detective chase, original animation, celebrity informants, comedy, and music. Three novice detectives ("gumshoes") must answer questions, listen to informants, and correctly mark seven countries within a time limit. Each day's winner gets a free trip to any location in the United States except Alaska and Hawaii.

Expect the unexpected in "Carmen Sandiego." Well-known celebrities pop up during the shows as field agents. Guests making appearances include newsman Walter Cronkite, rapper Kool Moe Dee, musician Branford Marsalis, magicians Penn & Teller, talk-show host Sally Jessy Raphael, children's show creator Mr. Rogers, "Late Night with David Letterman" bandleader Paul Shaffer, and several baseball players from the Yankees, Brewers, and other teams.

"Where in the World Is Carmen Sandiego" airs at 5 p.m. weekdays in most markets. Check your local listings for the time in your area.

— L.M.

PRINCE of PERSIA



Virgin Games; 711 West 17th Street; Unit 9G; Costa Mesa, CA 92627

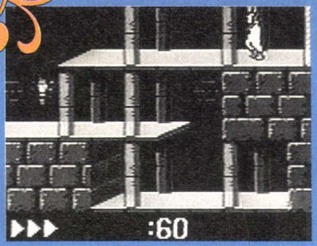
Stephen Poole

When this game first appeared for personal computers almost two years ago, players and critics alike praised its smooth animation and elaborate puzzles. Now *Prince of Persia* has come to the Game Boy, and the good news is that the only differences between the two versions is color.

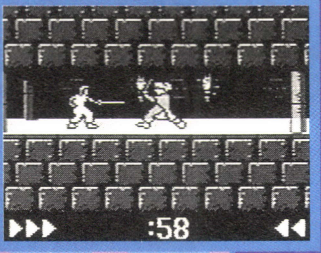
The game is set in ancient Persia. Jaffar, the evil Grand Vizier, has seized power while the sultan is away fighting a war. Jaffar has given the sultan's daughter a horrible choice: She must either marry him or die.

But the sultan's daughter is really in love with you, an adventurer from a foreign land, and for this Jaffar has tossed you into the dungeons of the sultan's castle. When the game begins, the sultan's daughter has one hour to give her answer to Jaffar's ultimatum — and that's how long you have to escape your dungeon cell, fight your way to the top of the castle, and rescue her.

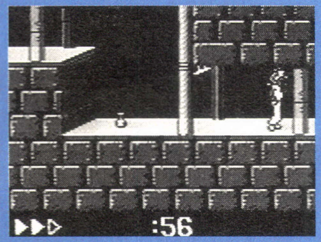
Although you begin your quest unarmed, you soon find a sword to use in the duels with



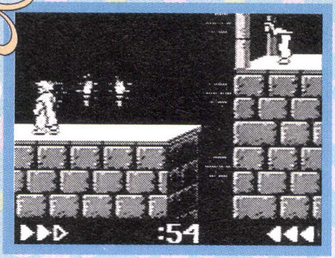
Anytime you see this much unsupported floor, you can be pretty sure it will collapse if you try to walk on it.



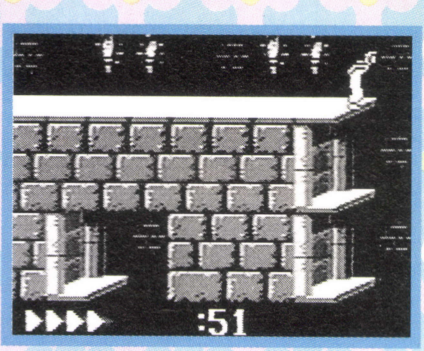
You meet the first of Jaffar's guards at the end of level 1. Study his style carefully — most of the guards on the next few levels use the same techniques as he.



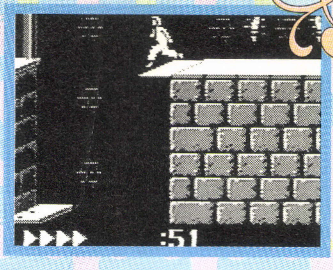
Look for these two bottles of potion on the second level, just after you finish a swordfight. The first bottle you find contains a healing potion which restores your life meter — but the second one contains poison.



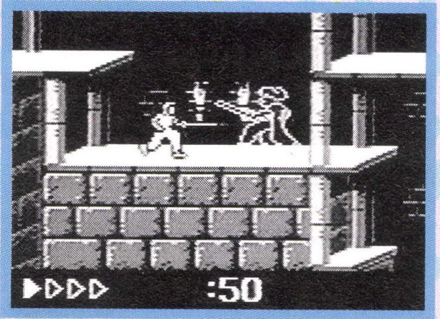
To avoid landing beside the guard and being immediately skewered, don't jump from the edge of the cliff. Go back one step before making your leap.



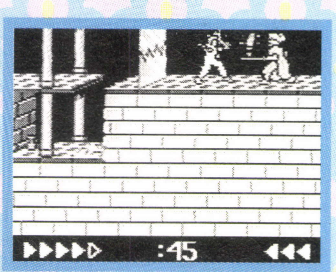
Sometimes you must make a leap of faith if you hope to make any further progress. Here in level 3, you must jump into blackness to find a tile which opens a critical door.



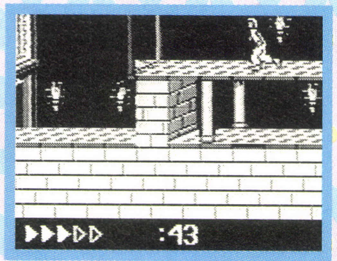
This is a *long* jump. Get a good running start, and don't leap until you reach the last section of floor — even though it gives way under your feet.



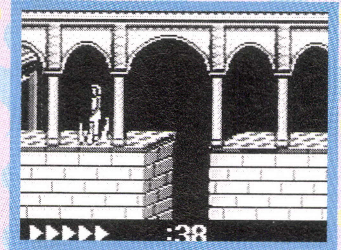
You can't kill this ghost swordsman. Be patient and make sure you block his blows while you force him off the ledge with your own thrusts.



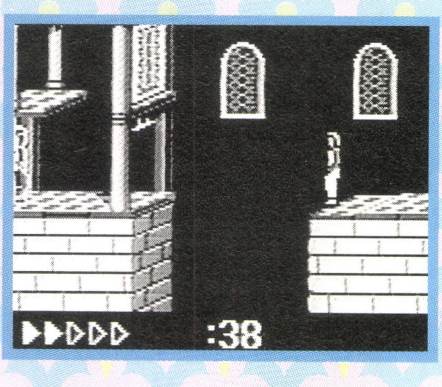
Sword-fighting becomes even more dangerous when there's an extremely sharp set of blades slamming open and shut behind you. Take the offensive — you're pushed into the blades if you just parry the guard's attacks.



You've stepped on the tile that opens the door to level 5, but it also caused this mirror to appear and block your path. Try the "head on" approach to this problem.



That's not much of a jump, but watch out — a set of spikes is hidden in the floor just past your landing point.

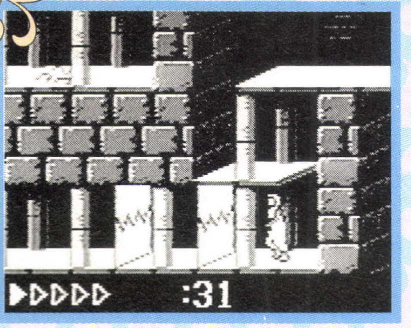


If you pull off this very long jump, the ghostly image at the left (which looks a *lot* like you) closes the door just before you land. Well, there's nowhere else to go here but down....

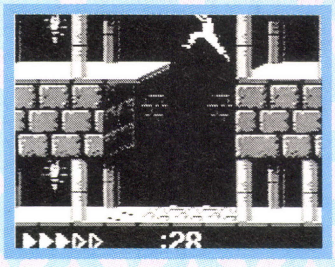
henchmen Jaffar has posted throughout the castle. At first you may have a little trouble making the right moves in the swordfighting scenes, but once you master the basics, you shouldn't have too much trouble with sentries — until you reach the top of the castle, where Jaffar's most skilled guards await you.

The swordfights are fun, but *Prince of Persia* is really an elaborate puzzle game. The dungeon is filled with all sorts of traps and devices designed to make your escape almost impossible. Razor-sharp blades snap open and shut in your path, floors collapse beneath your feet, special tiles open and close doors, sections of ceiling fall to reveal new pathways, spikes shoot up from the floor — figuring out how to get past these obstacles and locate the exit to each level is where the real challenge lies.

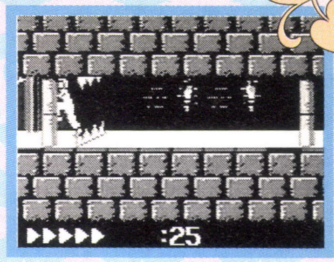
The graphics in *Prince of Persia* are full of nice touches, and the animation is excellent. Your character runs, jumps, and fights like a real person: When he runs into a wall, he steps



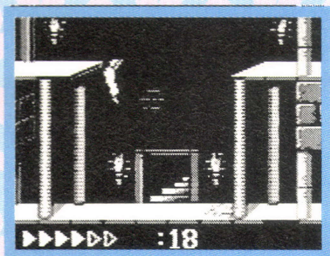
These two blades are tricky. Cautiously walk to the first blade, then turn around and take a step back. Tap the pad toward the first blade while it's closed, and you come to a stop in the middle — making it a cinch to get past the second blade.



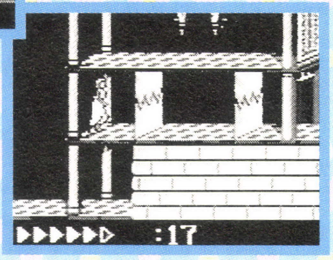
Wt a doubt, this is the most difficult trap in the game. If you can get by here, the rest is downhill.



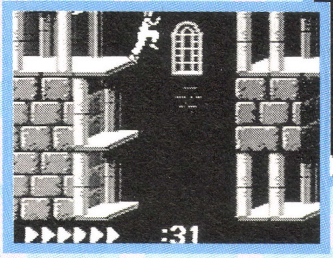
If you walk through this blade at the start of level 9, you step on a tile that closes the door you need to go through. Get a running start instead, then leap through the blade and the door.



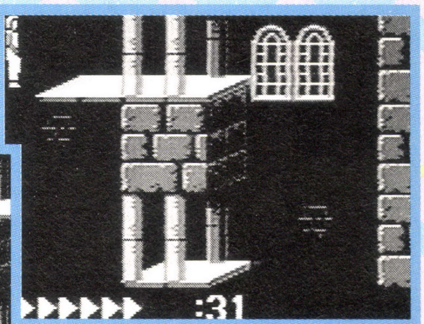
You need to have at least two life bullets remaining at the end of level 9 — you lose one when you jump down to the exit.



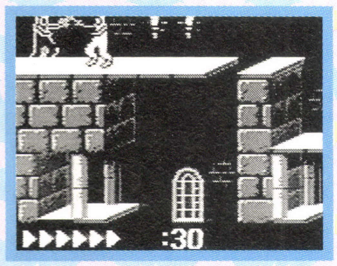
Stay on the left to fight this sentry. If you leap across the hole in the floor, you risk being struck down before you can pull your sword.



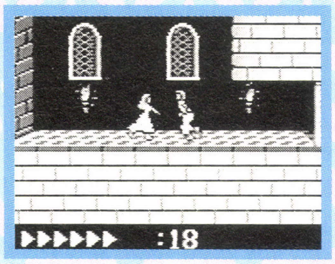
After you make this jump in level 12, the only way you can go is to the right. Don't use cautious steps — the floor collapses under you...



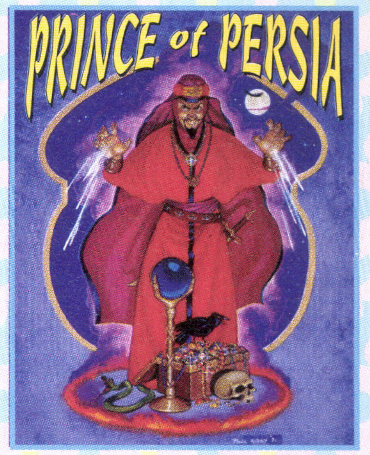
...leaving you in this unfortunate position. You might hang in midair for a moment, but you'll fall as soon as you try to start running to solid ground.



Now you're sword-to-sword with your mirror image. Maybe it's time to give peace a chance.



You've done it — escaped your cell, rescued the princess, and saved the land from the wicked Jaffar!



back and shakes his head to regain his senses; when he wins a swordfight, he holds his sword high in the air before sheathing his weapon.

The only gripe some players will have is with the continue feature. Each time you die, you start the level over. If you run into an especially tough challenge near the end of a level — the ghost swordsmen in level 4, for example — you've repeatedly got to cover a lot of conquered ground just to get back to the one troublesome spot.

Also, since the timer doesn't reset when you die, you must load a saved game to avoid wasting time (the princess has only one hour, remember?). For a game this tricky, it would be nice if you got at least one continue from the point at which you died.

Prince of Persia is a great combination of brains and brawn, of arcade skills and problem-solving. It's not for everyone, but players who like it will probably *love* it.

MEGA MAN 4

Jonathan Gagnon

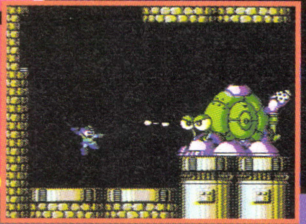
• • • • • • • •

Welcome back *Mega Man* fans! A year has passed since Mega Man annihilated Gamma, and everything seems to have returned to normal. That new guy, Dr. Cossack, is spending all of his time telling everybody what a genius he is. And what's that secret project he's been working on? You guessed it.

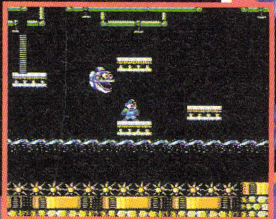
Dr. Cossack has created eight robots to help him rule the world. Only one thing is standing in his way — Rock, a household robot designed by Dr. Light. The good doctor has transformed Rock into Mega Man and has armed him with a Mega Buster. Of course, where's there's evil, can Dr. Wily be far behind?

Mega Fans will welcome this latest chapter in the *Mega Man* series — one of the few *big* names being released for the NES instead of the Super NES. Capcom has reworked some of the Mega Story, but this game has many of the same features: the Rush Jet, the Rush Marine, the Rush Coil, and a few familiar infamous faces. Use our tips and tricks to blast Dr. Wily into outer space.

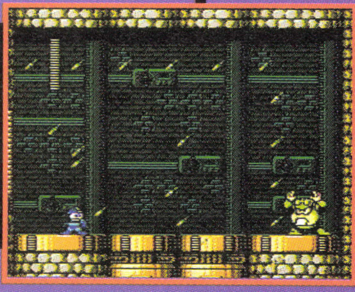
Toad Man



Take out this robotic snail when you see the whites of his eyes — he's invulnerable when his eyes are closed.

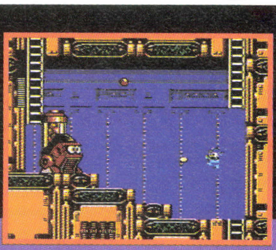


This metal fish jumps out of the water to nab you. If you're hit, you turn invincible for a few seconds, so fall on the spikes and quickly jump to a ledge.

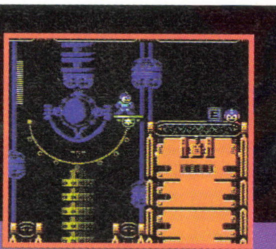


To defeat Toad Man, get him to follow you around while you shoot at him. Don't stop shooting — he uses his Rain Flush weapon if you give him the chance.

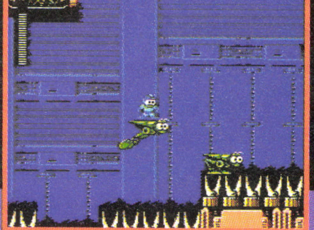
Bright Man



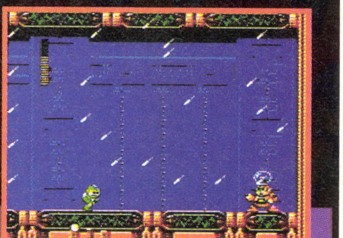
Quickly take out this enemy with a few well-placed shots, then climb the ladder in the upper right to find an energy ball.



Never pass up energy capsules or one-ups. Try to conserve energy tanks for your hardest opponents.

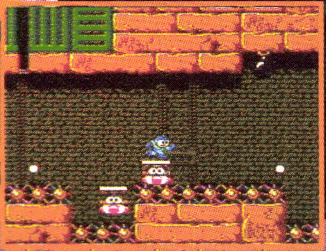


Make sure Mega Man is close to the next grasshopper before he jumps from one to another.

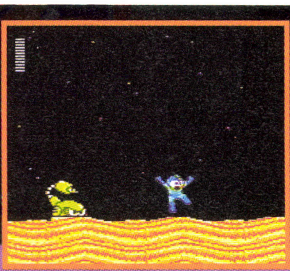


Use the Rain Flush when fighting Bright Man. Most of his shots miss you if you're in the air when he freezes you.

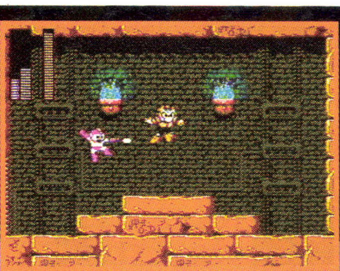
Pharaoh Man



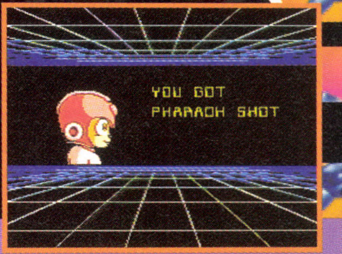
Hop on these robots to pass over the spikes. To avoid getting hit, jump just as they open their eyes.



Quicksand! Keep jumping or risk being sucked under — and you can't stop shooting, or the robot scorpions will get you.

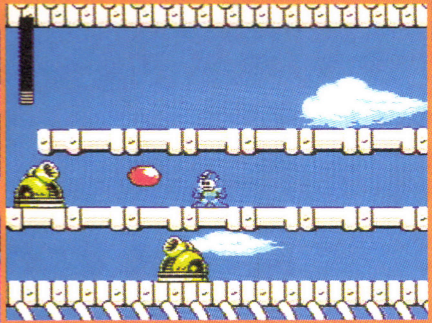


Use the Flash Stopper on Pharaoh Man. Make sure he's on the ground so you don't have to shoot and jump at the same time to hit him.

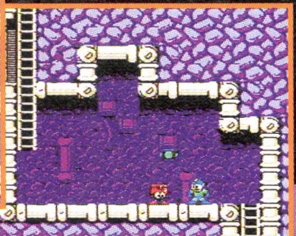


After defeating Pharaoh Man, you receive the Pharaoh Shot.

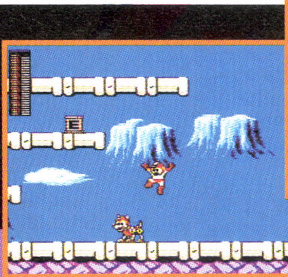
Skull Man



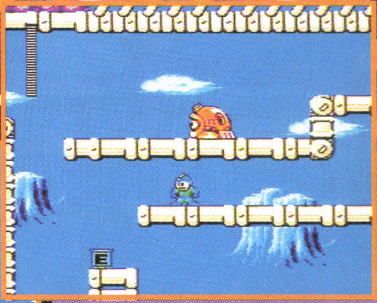
If you don't want to get hit by these red balls, you'd better run and jump at the same time.



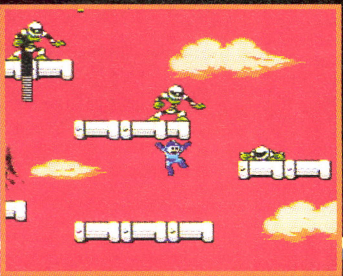
Flip-Top, Dr. Light's cybernetic suitcase, gives Mega Man a power-up item.



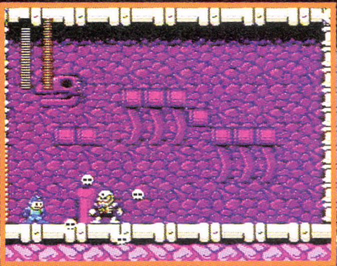
Use the Rush Coil to get this energy capsule.



Wait until this enemy shoots, then run and grab the energy tank.

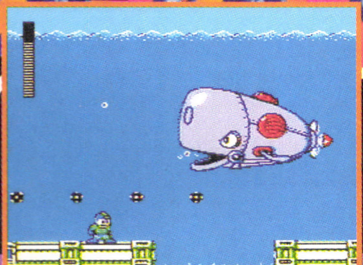


What the heck?!? These guys come back to life after you shoot them, so wait until they fall, then make a break for it.

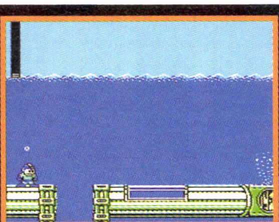


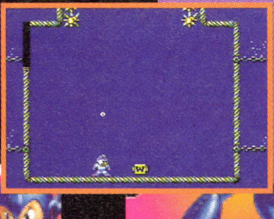
When Skull Man's shield disappears, he charges. Jump over him, then nail him with your Mega Buster.

Dive Man

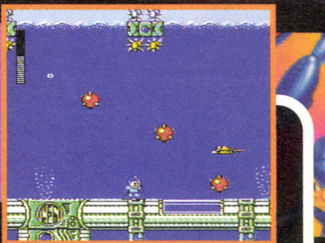


Stand between this whale's shots, then give him a taste of his own medicine.

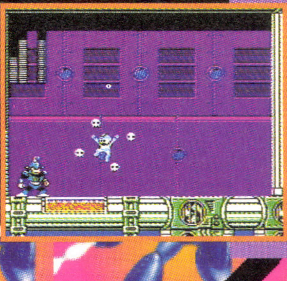




Fall down this hole to grab the wire adapter.

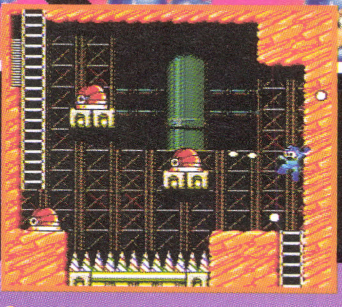


If these bombs start going off, back up a few paces to avoid the blasts.

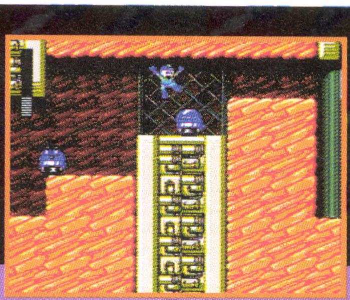


Hit Dive Man with the Skull Shield, then jump over him when he charges. Keep at it until you've sent him to a watery grave.

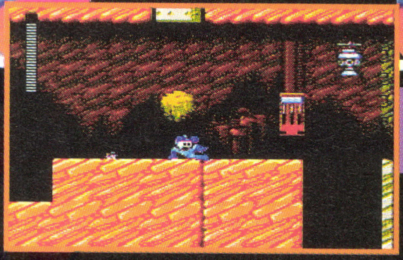
Drill Man



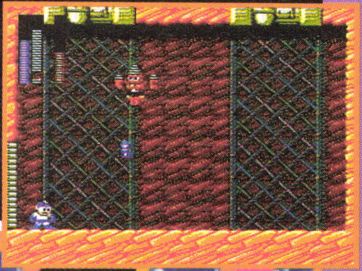
Carefully time your shots so they hit these guns while the shields are up.



If these guys sense that Mega Man is near, they go crazy and try to roll over him. Don't give them the chance — quickly shoot them.

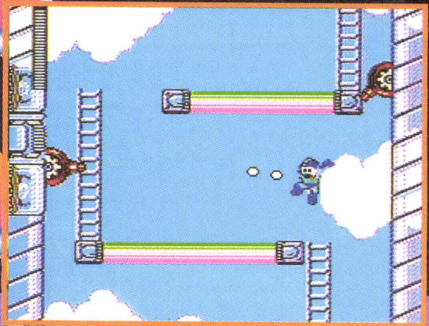


Slide under these rocks.

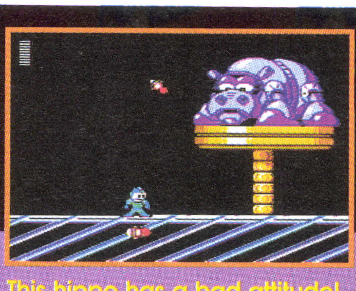


When Drill Man goes underground, you must hop all over the screen so he doesn't pierce you. Dive missiles are your best bet to destroy him.

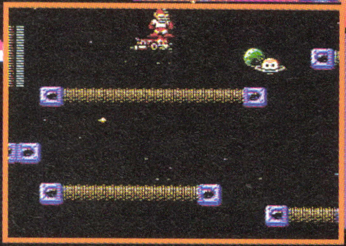
Ring Man



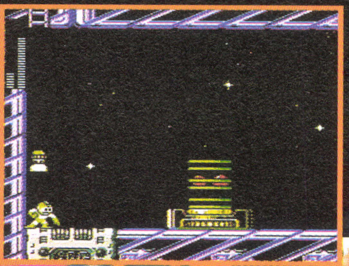
Take out these guns before you cross the rainbow platform.



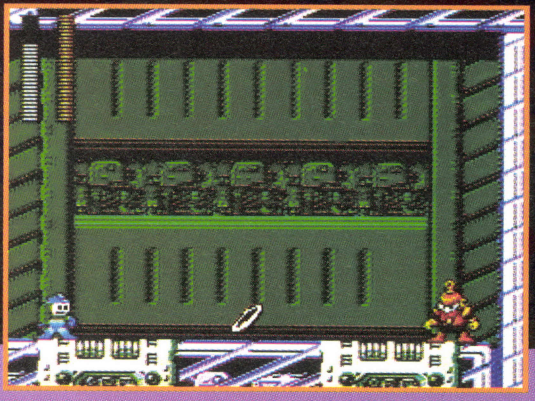
This hippo has a bad attitude! Bring him to your level by knocking out the bricks underneath him.



It's easier to use the Rush Jet here than it is to cross these disappearing platforms.

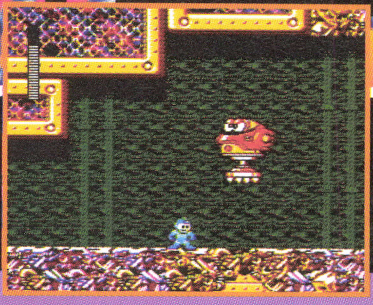


The Rain Flush can penetrate this enemy's Ring Shield.

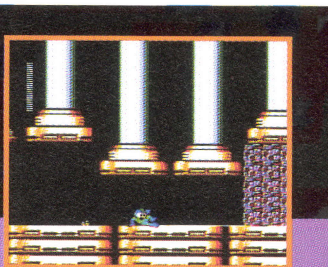


When Ring Man shoots his Ring Boomerang, jump over it, then watch for it as it returns to him. Nail Ring Man with your Mega Buster.

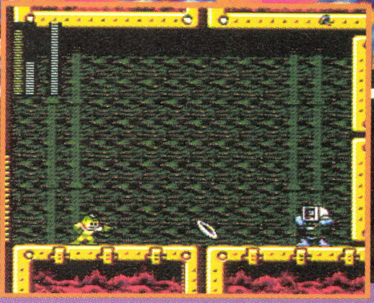
Dust Man



This bad guy is easy to destroy — as long as you keep your finger on the trigger. Don't let him jump, or you'll go from Mega Man to Mega Pancake.

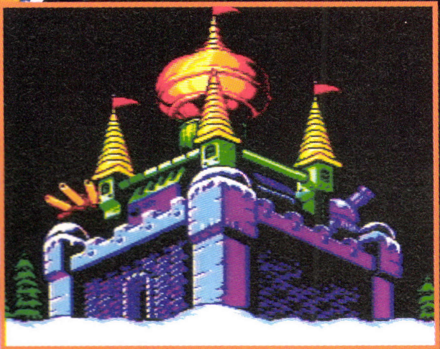


As these pillars begin to rise, slide underneath and keep shooting away the bricks.

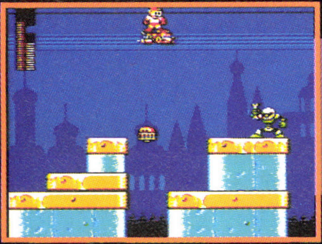


Use the Ring Boomerang to defeat Dust Man. He tries to pull you into him, but just run the opposite way when he does.

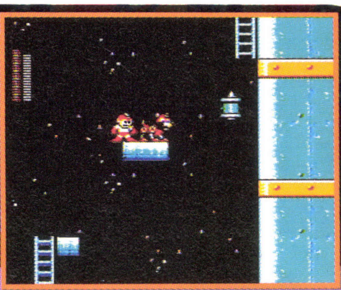
Dr. Cossack's Fortress



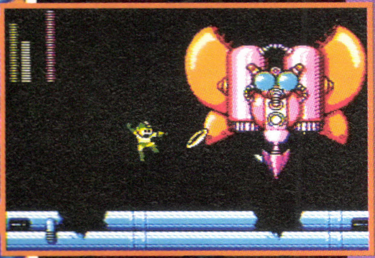
Here's Dr. Cossack's fortress. Believe it or not, your adventure is just beginning.



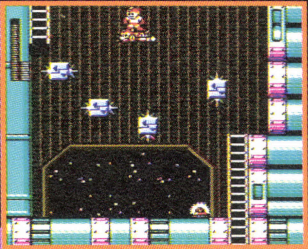
Avoid the action below by using your Rush Jet.



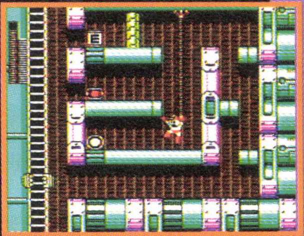
The Rush Coil comes in handy here — but watch out for floating robots.



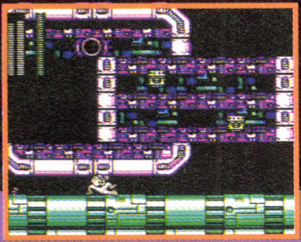
This boss is a piece of cake if you use the Ring Boomerang. Aim at the white spot in the middle of his body.



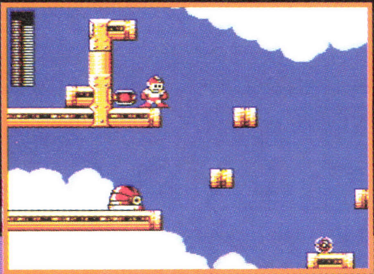
Use the Rush Jet to avoid these changing spikes.



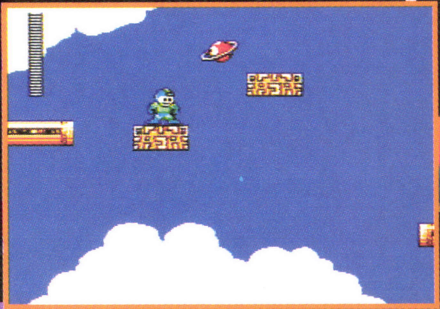
To get this energy tank, have Mega Man show off his wire adapter.



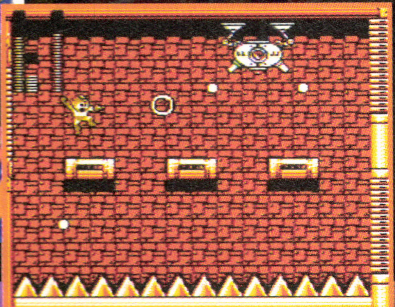
Slide under the bottom half of this boss, then jump inside him when he slows down. Use the Dust Crusher on the flashing circle.



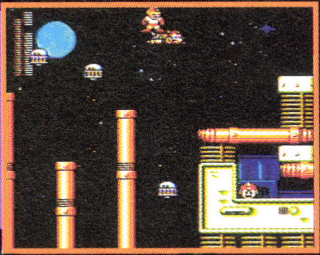
The scrolling screen won't wait for a poky Mega Man — keep moving!



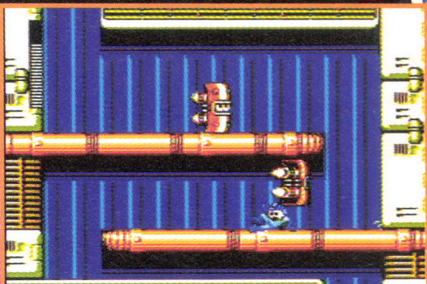
These blocks start to sink when Mega Man hops on them, so move quickly to the right.



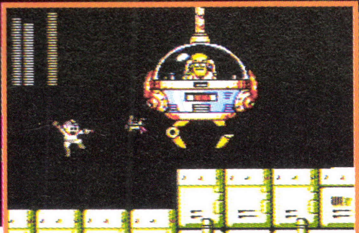
Make mincemeat out of this boss by shooting the Ring Boomerang at him.



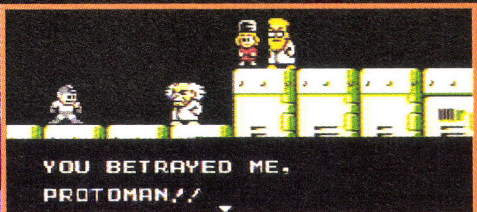
Here's another spot where the Rush Jet proves invaluable.



When you face these bad guys, slide under them or hop over.



The Dust Crusher is the weapon of choice when fighting Dr. Cossack. Slide under his claws, then turn and shoot him.



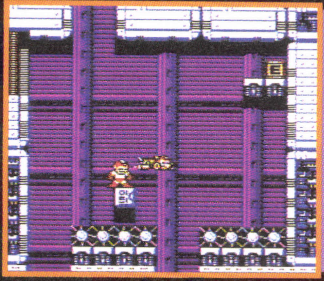
YOU BETRAYED ME,
PROTOMAN!!

Guess who's behind all of this chaos — who else but Dr. Wily?

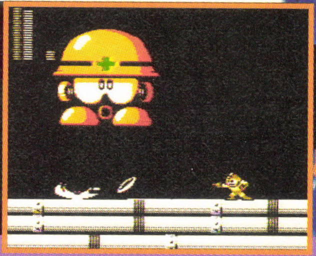
Showdown with Dr. Wily

You may have survived your encounter with Dr. Cossack, but now you must fight all the robots one more time. Use this chart as a guide.

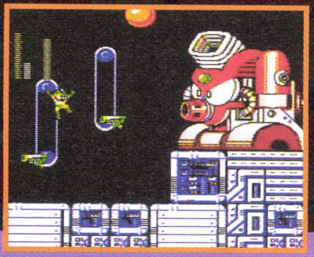
Dr. Wily's castle looks very familiar. Here we go again!



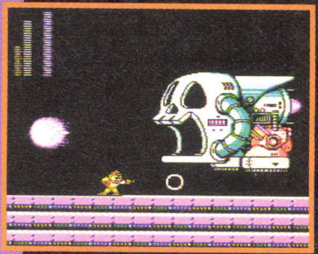
You can finally put the Rush Marine to use here to help you avoid jumping into the spikes.



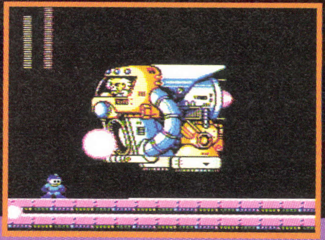
Hit this boss in the face with the Ring Boomerang. When he jumps, slide under him.



This boss looks menacing — and he is! Ride the conveyor belts and destroy him with Ring Boomerangs or Dust Crushers.



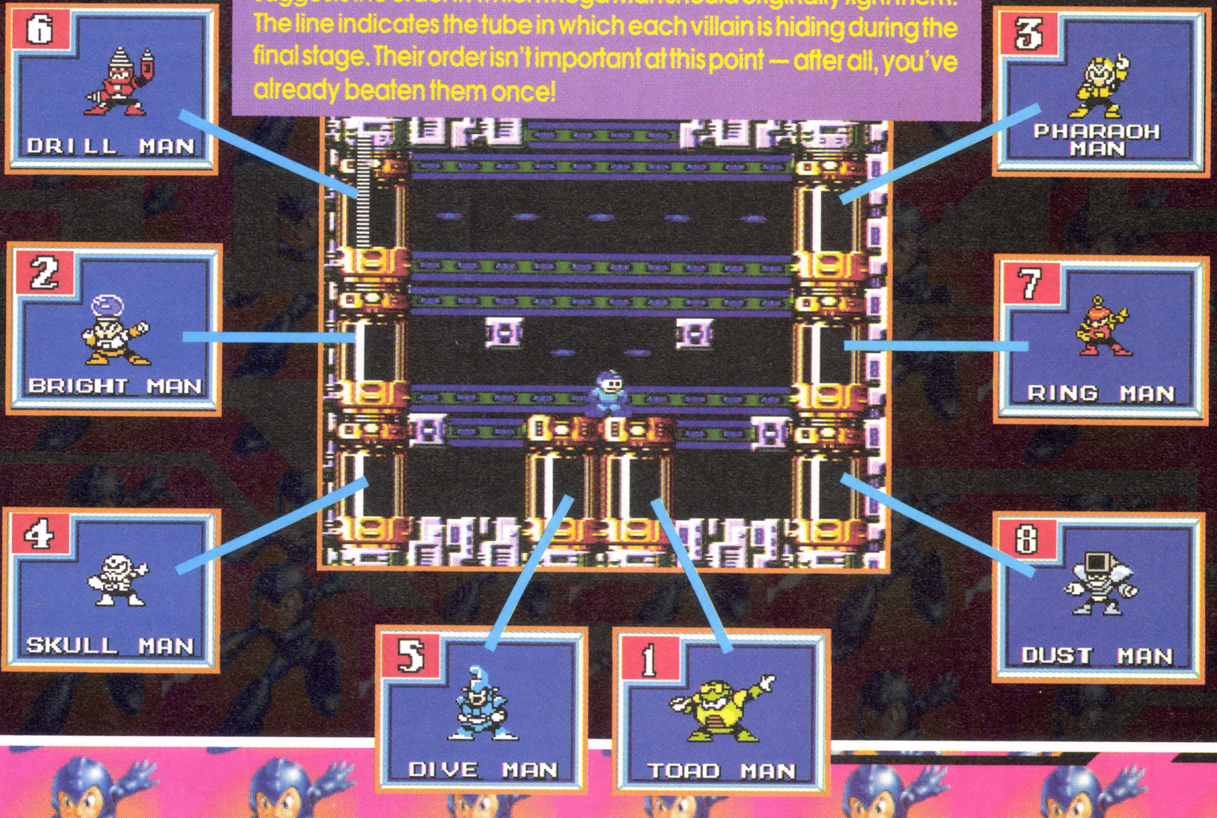
Your Ring Boomerang works like a charm against Dr. Wily's Skull Ship. You're safe from his missiles if you stand here.



Here you need plenty of energy tanks — plus a little help from Drill Man. Hit the blue circle just below Dr. Wily.

For Quick Reference

Here's the game at a glance. The number beside each robot suggests the order in which Mega Man should originally fight them. The line indicates the tube in which each villain is hiding during the final stage. Their order isn't important at this point — after all, you've already beaten them once!



King's Quest V

Jeff Lundrigan

Computer Hit Comes to NES

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089-4570

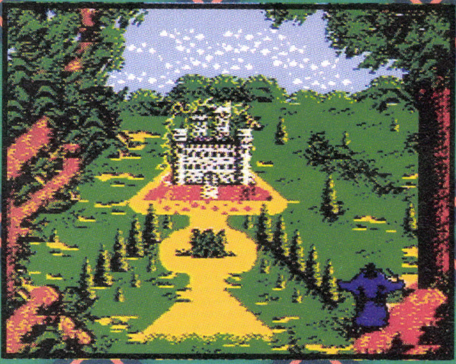
Poor King Graham. While on a peaceful walk in the woods, he was suddenly struck by a vicious wind. The air grew cold, and he rushed back to his home.

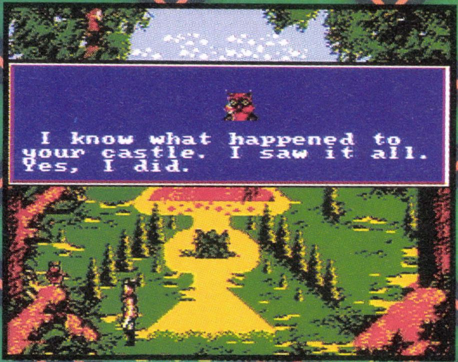
But as he came upon the castle grounds, a terrible sight met his eyes: empty, broken earth where his castle once stood. Where was Castle Daventry? More important, what had become of Queen Valanice and his son and daughter?

Graham's search for the answer forms the background for *King's Quest V*, the latest in an excellent series of PC games from Sierra On-Line, and the first of the graphic adventures to be released for the NES (by Konami).

This translation is a mild disappointment, however. Although the storyline and action are virtually identical to the PC game, the controls in this version are awkward, and the graphics are cluttered and confusing. Almost everything is mostly rendered in shades of gray and brown, and there's so little attention to detail that it's often hard to tell exactly what's going on.

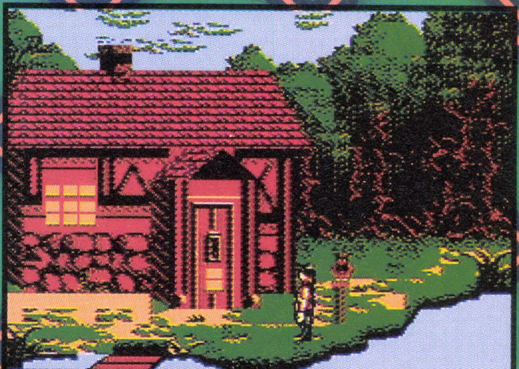
Still, *King's Quest V* is a large game, with lots of interesting puzzles and situations. It's also surprisingly straightforward — with few exceptions, it isn't too tough to figure out what needs to be done in a given situation, which keeps the action light and enjoyable.

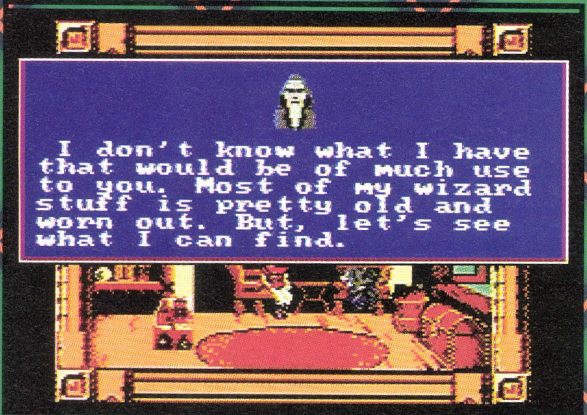




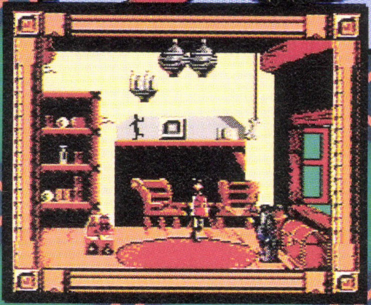
I know what happened to your castle. I saw it all. Yes, I did.

The wizard Mordack has a chip on his shoulder the size of Mount Palomar. Why he's so angry isn't clear yet, but whatever the reason, it's bad enough for him to seek revenge on your whole family. Fortunately, there's a witness — a talking owl named Cedric.

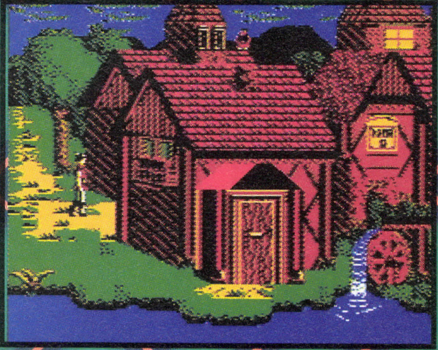


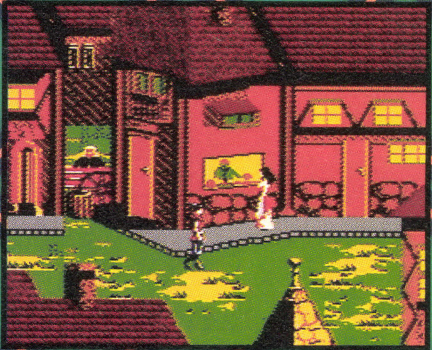


I don't know what I have that would be of much use to you. Most of my wizard stuff is pretty old and worn out. But, let's see what I can find.



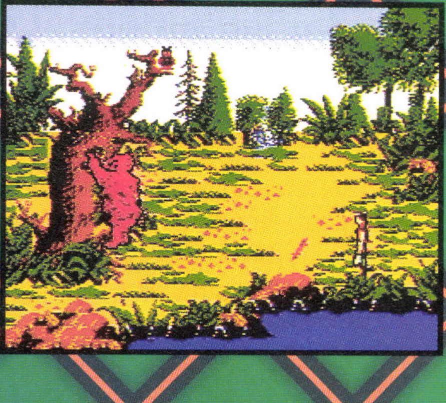
Cedric takes you to see his boss, a good wizard named Crispin. Although he's a little old, Crispin still has some power left, and he presents you with his old wand. He also gives you the power to talk to "all the creatures in nature," a handier skill than you may realize.

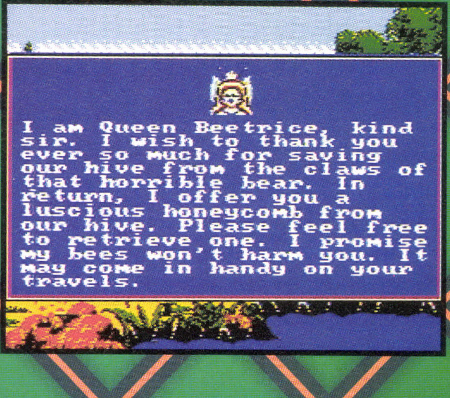




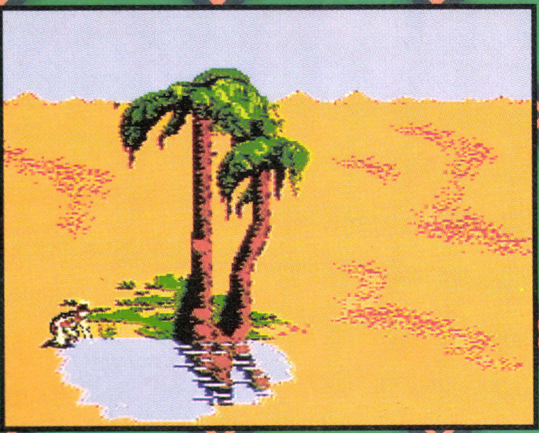
Following Cedric's advice, you first stop in town. The town has three shops, each of which stocks an item you need. For now, buying an item is impossible, but there might be a couple of things lying around that you can grab.

You encounter a number of people and animals who need your help in the forest outside town. Be gracious and give as much assistance as you can — it pays off in surprising ways. Even the tiniest of creatures can be a valuable friend.

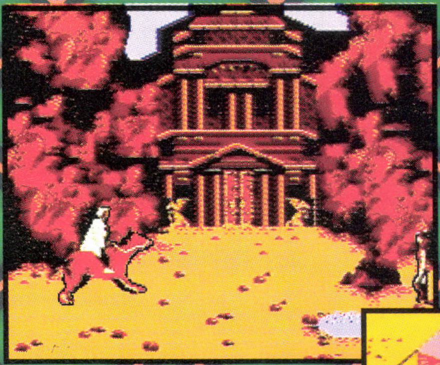


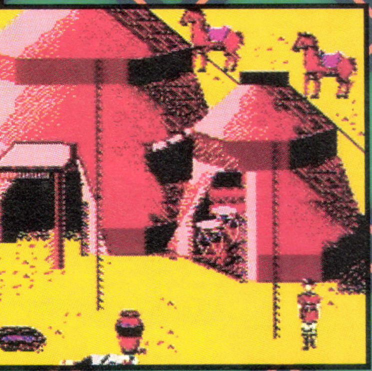


I am Queen Beetrice, kind sir. I wish to thank you ever so much for saving our hive from the claws of that horrible bear. In return, I offer you a luscious honeycomb from our hive. Please feel free to retrieve one. I promise my bees won't harm you. It may come in handy on your travels.

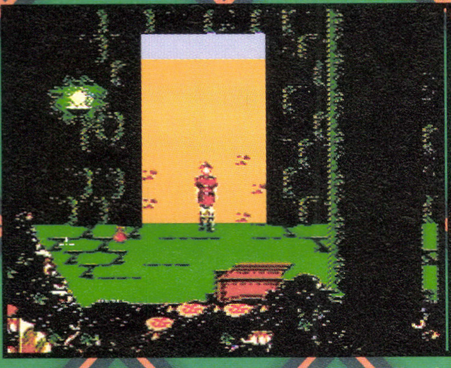


The desert to the west contains a number of important items, but it's a potentially deadly area. The problem here is thirst — keep track of where the oases are, get a drink of water often, and be sure to explore thoroughly.

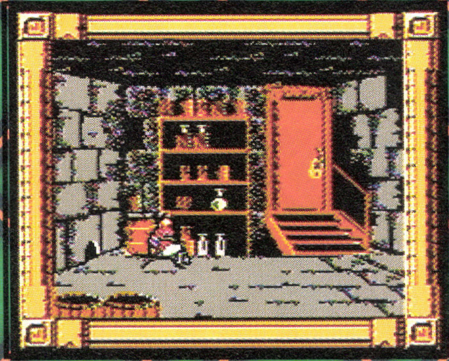




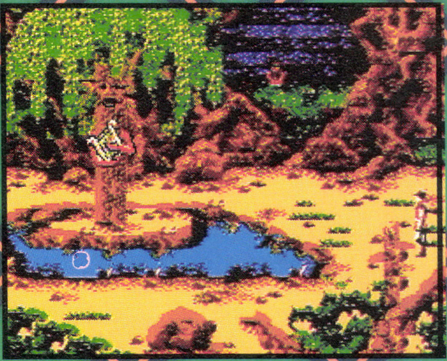
Don't get caught hanging around the temple — the desert nomads aren't kind to strangers. Find a place to hide and you learn something quite interesting. Then follow the horseman back to his camp and the secret of the temple soon will be yours.



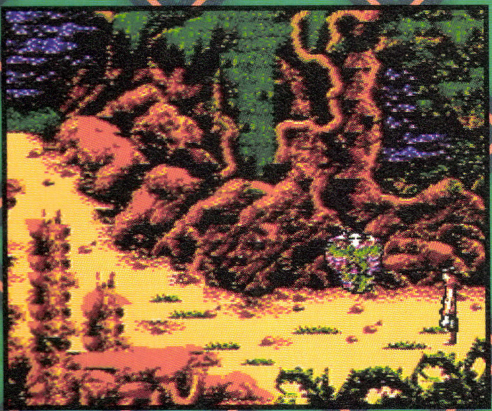
Unfortunately, this spell doesn't last long. You have time enough to grab only a couple of nearby items before the doors seal themselves forever.



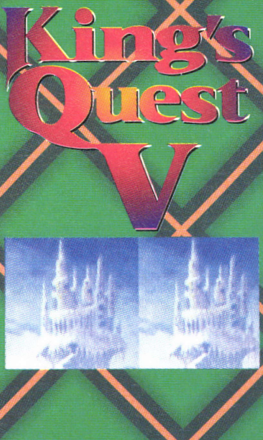
The temple isn't the only prison in which you might find yourself. However, the basement of the inn contains an important item, and another small friend helps you get out because you previously saved his life.

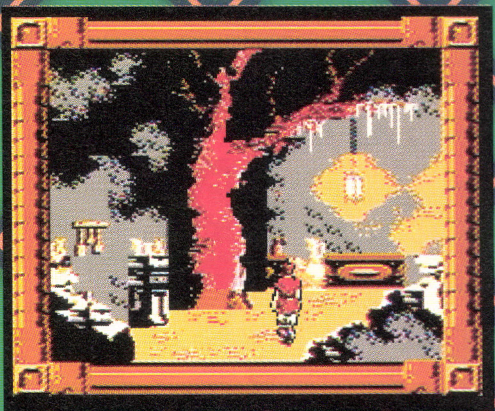


There's a strange sight back in the forest — a weeping willow that really weeps! She needs your help, too, and she holds an item that saves your life more than once.

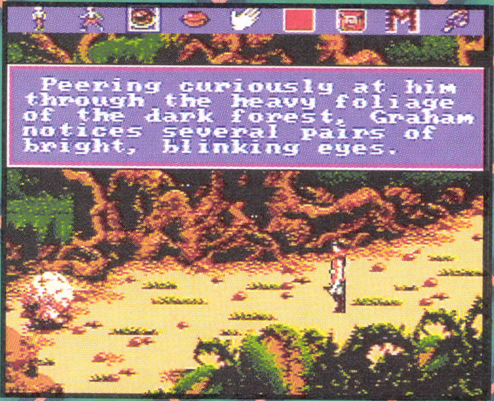


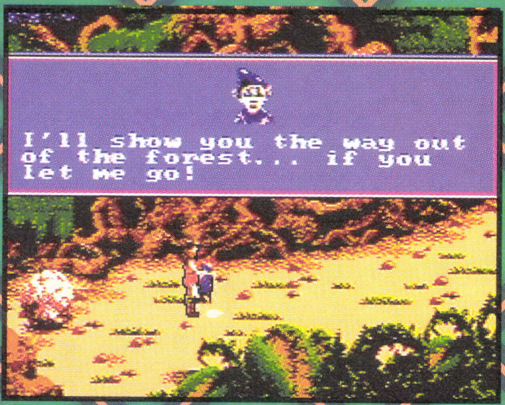
The witch responsible for the willow's plight lives in the deepest part of the forest, and she'd love to put a hex on you. Guard yourself with the gypsy's amulet so her spells can't touch you.



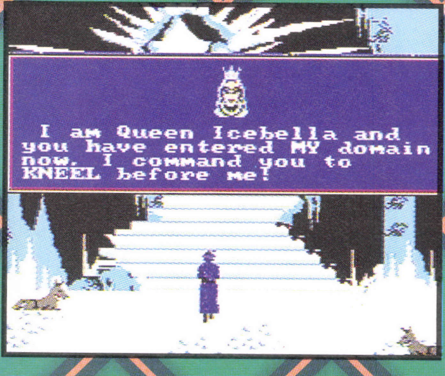


Dispense with the witch, then search her house for three important items, including the key that unlocks the willow's heart.

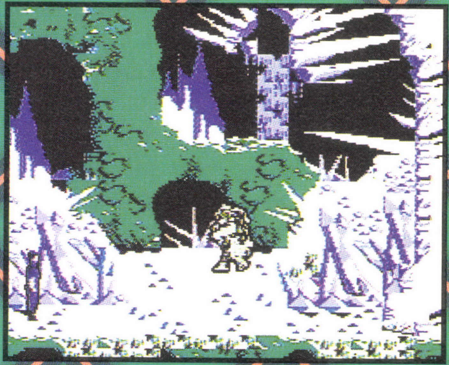

Peering curiously at him through the heavy foliage of the dark forest, Graham notices several pairs of bright, blinking eyes.

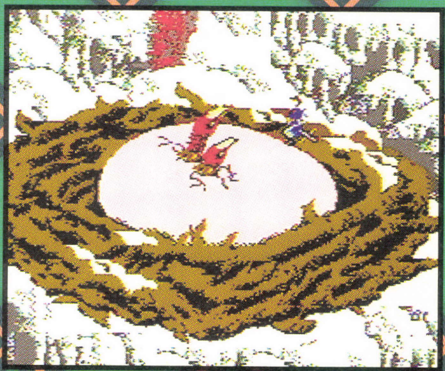

I'll show you the way out of the forest... if you let me go!

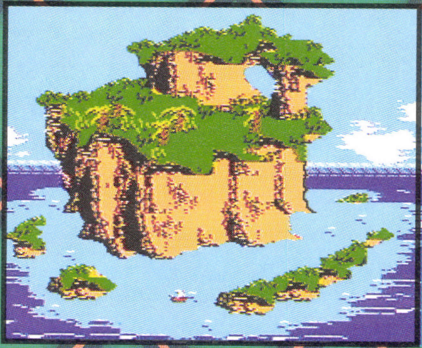
Now your only problem is getting out of the forest. These bright eyes belong to the forest elves, and you should know two things: One, elves love gems of all kinds, and two, the old saying about catching more flies with honey than vinegar also applies to pixies.

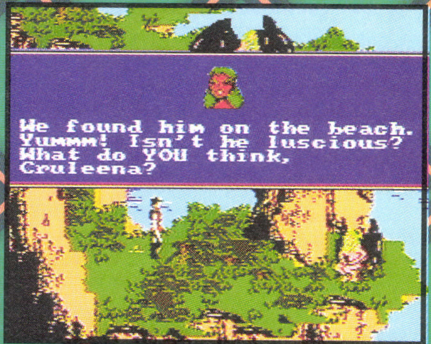

I am Queen Icebella and you have entered MY domain now. I command you to KNEEL before me!

The mountains lie beyond the forest, and the chilly witch Icebella lives in this region of ice. Those are wolves, not donkeys, and they'll have you for breakfast if you can't think of something — fast.

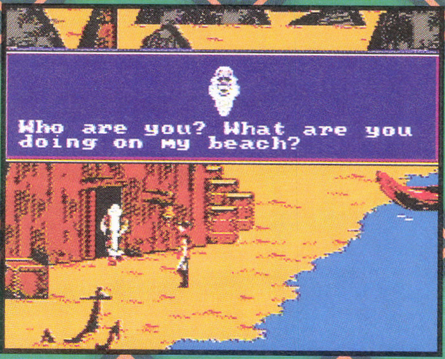

Icebella sends you to defeat the neighborhood Yeti. Beating him is a real joke, but be sure to grab some shards of crystal before leaving his cave.


Unfortunately, Icebella and the Yeti aren't the only dangerous creatures in the mountains. Fortunately, you have friends who fly to your aid in the nick of time.

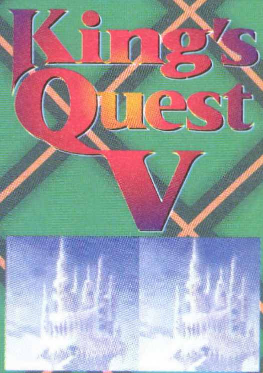


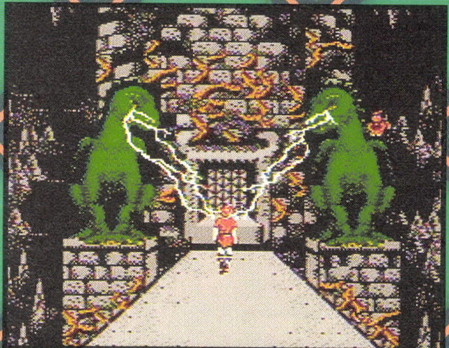

We found him on the beach. Yummm! Isn't he luscious? What do YOU think, Cruleena?

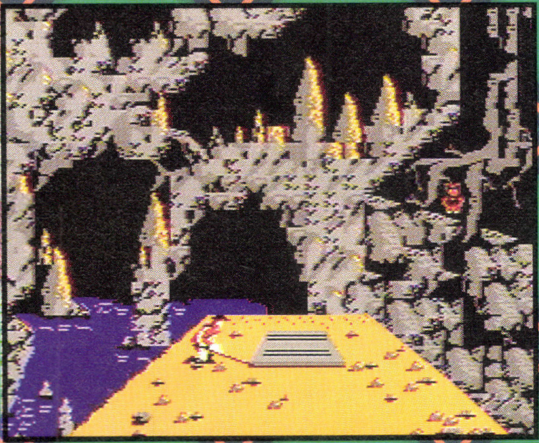
The eagle drops you on the beach near the foot of the mountains. Sail across the ocean until you find this mysterious island, home to the vicious (and hungry) harpies. Once again, music has charms to soothe the savage beast — why do you think they call them "*harp*ies?"


Who are you? What are you doing on my beach?

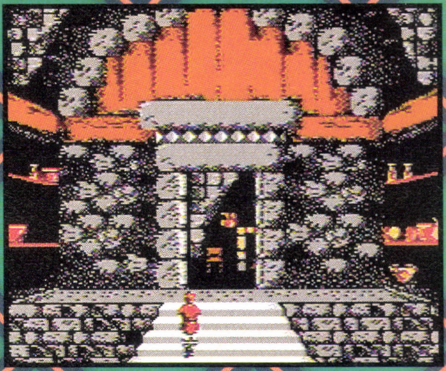
When you return to the beach, you should be able to help the deaf hermit. He sends you on the next leg of your journey — straight to the island of Mordack.



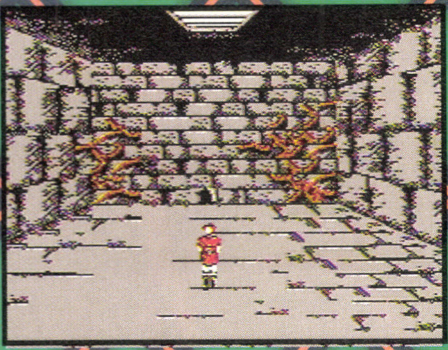

Castle Mordack is guarded by twin dragon statues that can instantly fry you with bolts from their eyes. Reflect on the problem until you see the solution.



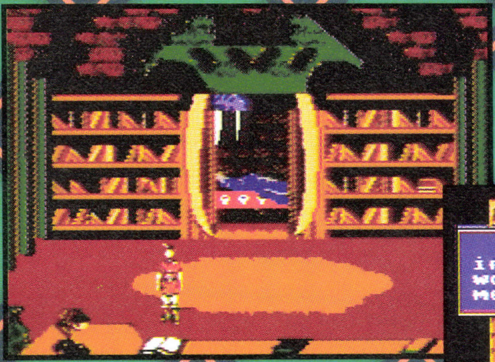
It's not a good idea to go in the front door (even if you could), so enter the castle through an underground maze. This section is nearly impossible to map, so just wander around until you find the two things you need: the exit and a hairpin to pick the lock.

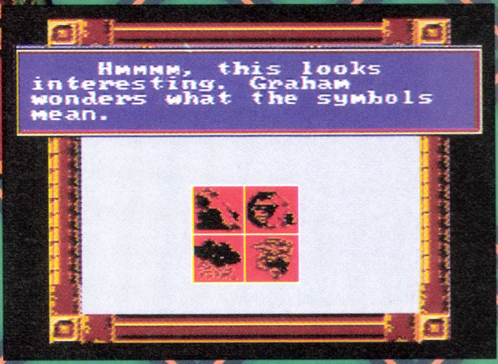


The door leads through the castle pantry and into the kitchen. It may not look like much, but you should still search every corner.



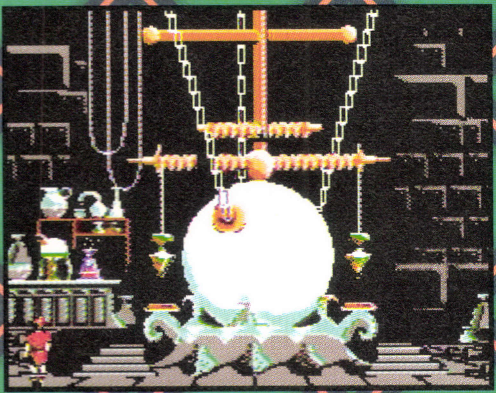
The castle also has a dungeon. Just like the basement of the inn, there's a valuable item here, so you can't avoid getting thrown down here — but only once. You're set free if you've made a friend.



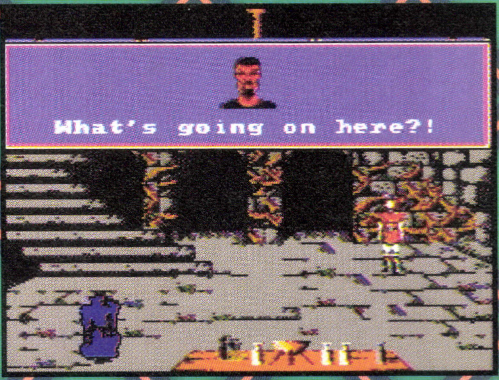


Hmmmm, this looks interesting. Graham wonders what the symbols mean.

Further in the castle is Mordack's library, complete with a spell book. The symbols, illegible though they may be, are (clockwise from upper left) a mongoose, a rabbit, a tiger, and a rain cloud. If you wait in the library, you might catch Mordack napping.



What sort of an infernal machine is this? Well, think of it as an glorified recharging unit.



What's going on here?!

In the final battle with Mordack, you must use his own magic against him. Be sure to save the game just before it starts — it may take more than one try before you figure out the right spells to use.

Soon you won't even need a pinch of Pixie Dust to travel to Neverland — all it takes is an NES, Game Boy, or Super NES.

Sony Imagesoft is developing games based on the current Steven Spielberg movie, *Hook*. The NES and Game Boy versions are almost finished, but the Super NES *Hook* is still in the early stages. A spokesperson for Sony, however, says that all three games will share the same basic plot, although the Super NES version will naturally have superior graphics and sound.

Hook is a non-linear game. You, as Peter Pan, return to Neverland and immediately enter an arcade game in which you solve puzzles and fight pirates, Lost Boys, animals, and assorted creatures. From a central map, you can travel to any of 25 locations — but you can reach the final stage, a confrontation with Captain Hook, only if you've beaten all the other levels.

Sony Imagesoft; 9200 Sunset Blvd.; Suite 820; Los Angeles, CA 90069

GET YOUR CLAWS INTO

Hook

Leslie Mizell

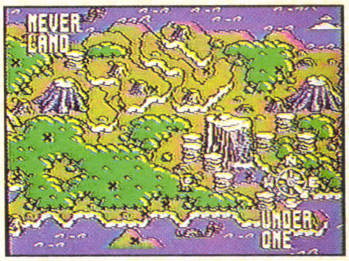
Throughout your journey, you must collect thimbles, which, if you know your Peter Pan, are kisses. Give enough thimbles to Tinkerbell, and she helps you get rid of enemies. You must also gather marbles, which represent happy thoughts. With a few marbles (and some Pixie Dust), you can fly!

The arcade levels in *Hook* are divided into eight forest levels, three underground and underwater levels, two winter, lagoon, and pirate town levels and a Never Tree level. In the forest and lagoon, you face off against pirates, monkeys, snakes, and a mad hermit. You can also throw basketballs through hoops for extra points.

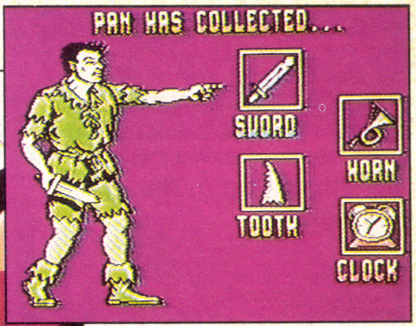
The underground stages are filled with ghost pirates and zombie pirates. But the danger is worthwhile because you can use metal detectors to find buried treasure. Underwater, you can search clams for pearls — but you'd better watch out for whirlpools, pirates in diving suits, and gunpowder kegs dropped from the surface.

Icicles, penguins, and Eskimo pirates are among your obstacles in the winterland stages. There are tons of pirates to fight in pirate towns. But you can also leap to out-of-reach places by jumping on a gunpowder key while holding a torch — POW!

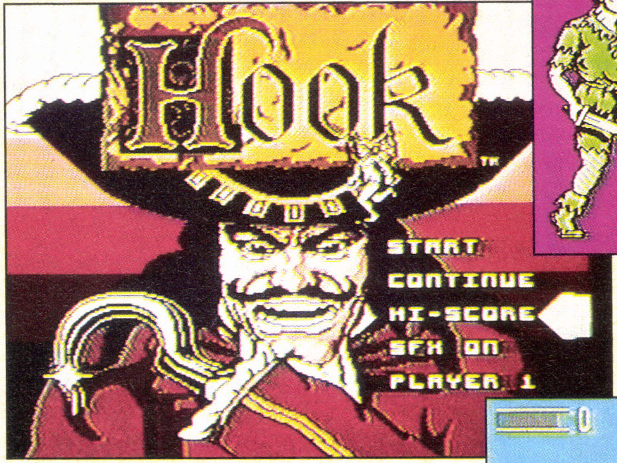
In addition to the arcade levels, there are two subgames in *Hook*. Anytime Peter has to travel long distances, he must fly. The 3-D flying sequences give you a chance to collect marbles, but you must also watch out for dynamite-filled



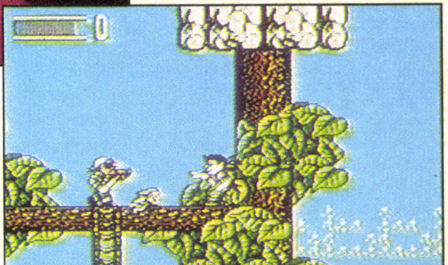
You move from one level of the game to another on the map screen. There are 25 different locations, each selected with the compass on the right.



The inventory screen shows you the items Peter has collected.



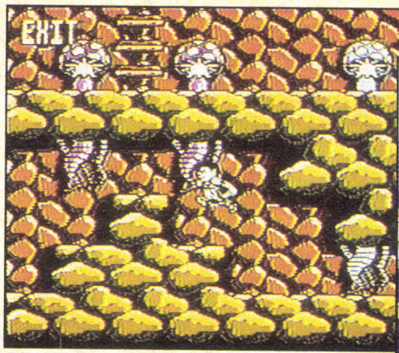
From the options screen, you can start at the beginning of the game, continue from your last position on the map, check high scores, toggle the music on or off, and select either one- or two-player games.



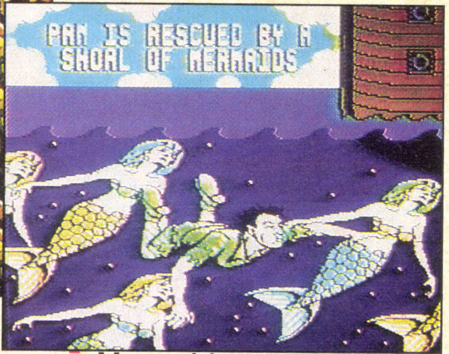
You're up in the trees during the Forest/Lagoon and Never Tree stages. Watch out for sword-wielding and pistol-packing pirates.

balloons and lightning-laden thunderclouds. The other subgame pits you against Rufio, the leader of the Lost Boys. As you fence, watch the on-screen trouser meter. The first fighter to make the other lose his pants (!) is declared the winner.

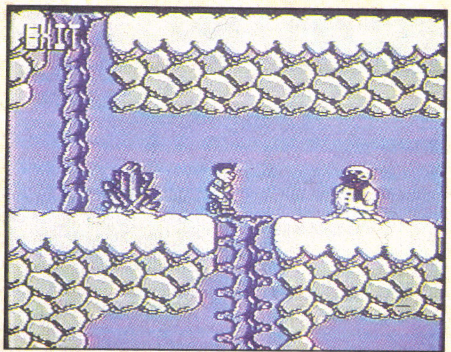
It appears that the videogame versions of *Hook* will be as filled with action and adventure as the movie.



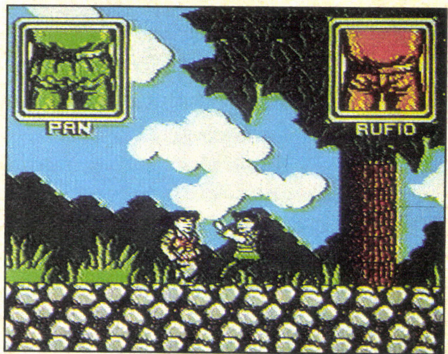
Mushrooms and roots are among the obstacles you face in the underground levels.



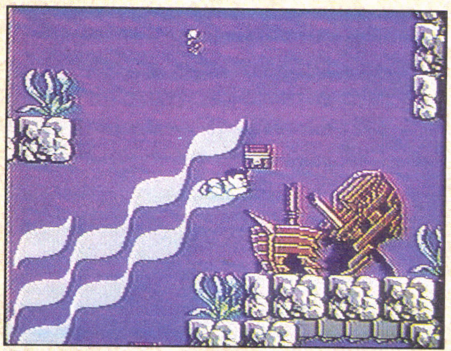
Mermaids come to your rescue the first three times you die — this means you can continue from your last position on the map.



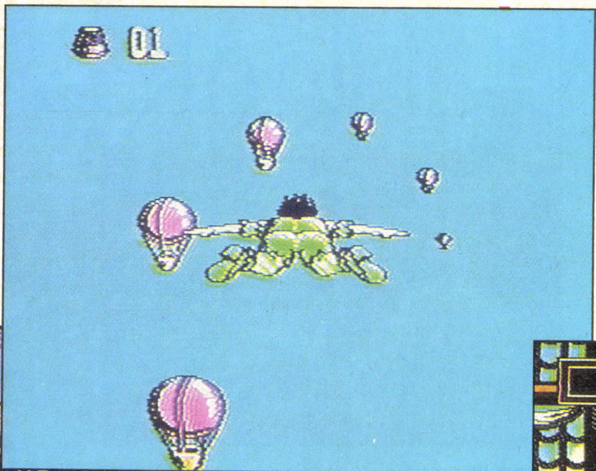
Snowmen in the winter levels can't hurt you — which is more than can be said for Eskimo pirates, jumping fish, and the Abominable Snowman.



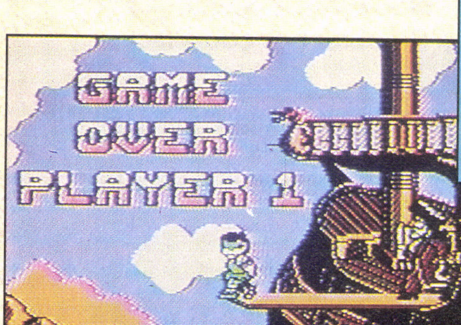
One of the subgames pits Peter against Rufio, the leader of the Lost Boys. Watch the "trouser meter" — the first player to make the other's pants fall wins the match.



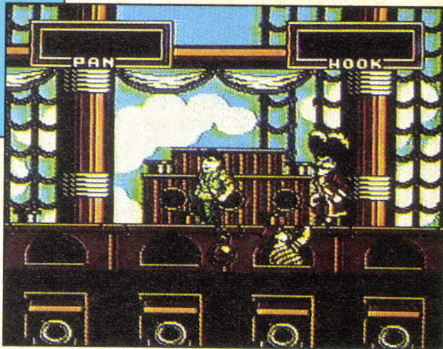
Treasure chests of extra points are yours for the taking in the underwater scenes.



When Peter travels long distances, he must fly. In this subgame, he can pick up a supply of marbles by catching the balloons in which the Lost Boys have hidden them. Watch out, though — Captain Hook has filled some balloons with dynamite!



Oops! When you're out of continues, Hook prods you into walking the plank, and the game's over.



The showdown with Captain Hook isn't made any easier by his first mate, Smee. While you and Hook duel on board the *Jolly Roger*, Smee sometimes shackles a ball and chain to your foot.

Hook

Fishing for Clues to the Movie

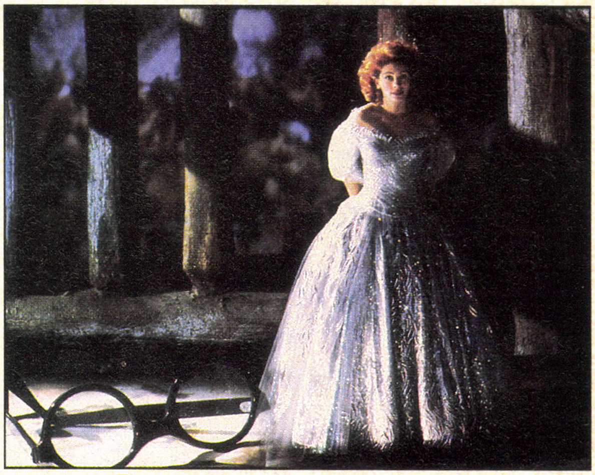
Throughout its production schedule, the cast and crew of *Hook* have been very closemouthed about this big-budget extravaganza, Steven Spielberg's first movie since *Indiana Jones and the Last Crusade* in 1989.

What's known about the film is that Peter Pan, the boy who wouldn't grow up, has become an adult in the form of Robin Williams (*Dead Poets Society* and *The Fisher King*). Peter has not only grown up, but he also has kids of his own — and he doesn't even remember Neverland.

When the whole family goes to visit Peter's old friend, Wendy (English actress Maggie Smith), Captain Hook, played by Dustin Hoffman (*Dick Tracy* and *Billy Bathgate*), kidnaps Peter's two children. Peter and Tinkerbell (Julia Roberts, from *Pretty Woman* and *Flatliners*) race to Neverland to save the kids.

All of *Hook* was filmed in enormous soundstage buildings on the Tri-Star Pictures lot in Los Angeles. Even the huge *Jolly Roger* pirate ship was constructed inside one of these buildings. The soundstage sets give an otherworldly quality to the movie. And there are lots of surprises in this otherworld. *Hook* is filled with cameo appearances — you can expect to see Glenn Close and David Crosby as pirates, and Phil Collins as a police inspector. Who knows who else might pop up!

Captain Hook (Dustin Hoffman) and his first mate, Smee (Bob Hoskins), are up to no good in Steven Spielberg's *Hook*.



Tinkerbell (Julia Roberts) hasn't given up her flirtatious ways — but she's still a good ally.

photos by Murray Close

Peter Pan (Robin Williams) returns to their hideout to meet Thudbutt, Ace, and the rest of the Lost Boys.

Rufio (Dante Basco), the new leader of the Lost Boys, isn't too happy to see Peter return.

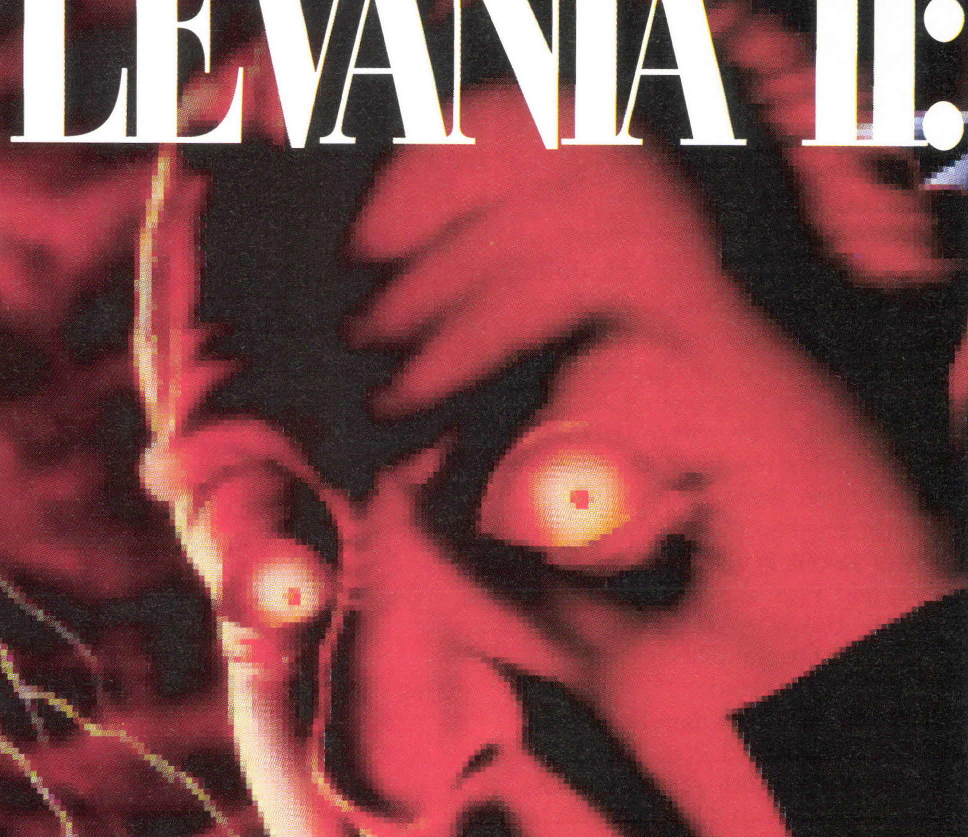
Captured! When Peter's disguise as a pirate fails (note his eyepatch), he's caught by Hook and Smee. Will he have to walk the plank?

GP

CASTLEVANIA II:

Belmont's Revenge

Stephen Poole



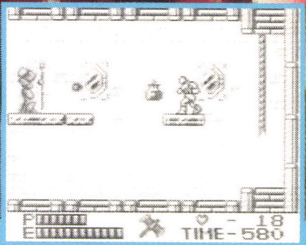
There's no rest for the weary, especially when it comes to vampire-hunting. Just ask the Belmonts, who have made tracking down Count Dracula a family tradition. There's no doubt about it — if you're born a Belmont, you're to spend your life with a stake in one hand and a whip in the other.

Fifteen years after Christopher Belmont vanquished the Count in *The Castlevania Adventure,* he bestows his "vampire hunter" title on his son, Soleiyu Belmont. Transylvanians plan a ceremony to mark the occasion, and for good reason. With two Belmonts ready to battle any bloodsuckers that might show up, the people can finally put their fears behind them.

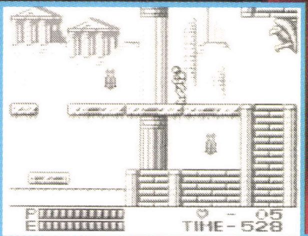
Unknown to Christopher, however, Dracula avoided destruction in their previous encounter by changing into a mist and escaping. He's been biding his time for all these years, but now Dracula sees his chance for revenge.

Knowing that Soleiyu will receive great powers in the ceremony, the wily vampire summons all his magic to turn those powers against the young Belmont. Soleiyu is transformed into a hideous demon, ready to obey Dracula's every order. What's worse, Dracula used Soleiyu's power to assume human form and is once again preying on the people of Transylvania.

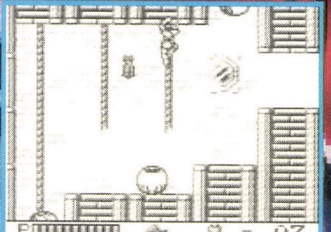
Castlevania II: Belmont's Revenge puts you in the role of Christopher as he fights to protect his neighbors and rescue his son. If you've taken on Dracula in any of the other *Castlevania*



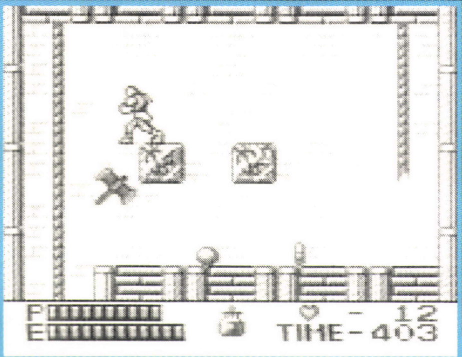
It's tempting to grab anything revealed by a candle, but don't pick up this holy water in the first stage of the Crystal Castle. The longer range of the battle axe is more useful in the stages ahead.



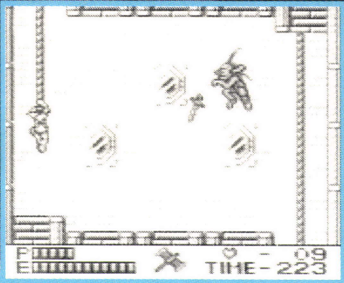
Don't waste time going to the lower candle here if you've already got a special weapon because in that case it holds only a single star. However, if you've died and lost your special weapon, whipping it reveals a battle axe.



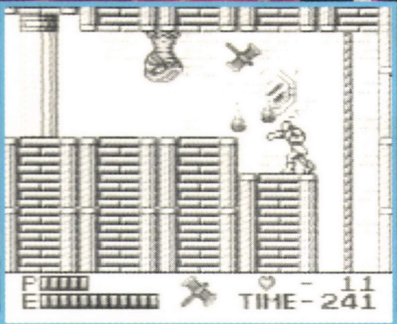
In stage 3, climb the rope on the far right to find a room with a candle — if you don't have a battle axe. Otherwise you find holy water, and you'd have to sacrifice your battle axe to obtain it.



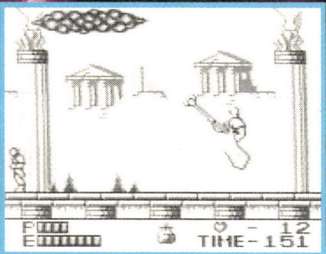
Climbing the rope on the far left takes you to a room with some real goodies — a gold coin for extra points, a battle axe, and a crystal ball for increasing the power of your whip.



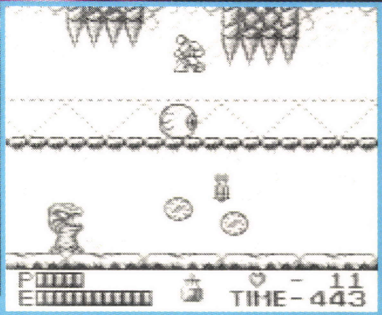
At the start of stage 4, you can go up or down to reach the same destination. Take the upward route — this way is much more dangerous.



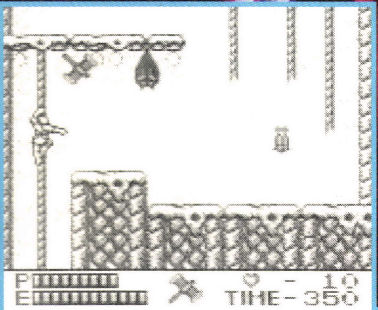
Punaguchis look like snake heads, and they spit poisonous clouds at you. Stand on this ledge and toss your battle axe to hit the cloud and the punaguchi.



Defeating the boss of the Crystal Castle is no problem. He disappears, then rematerializes before sending down a lightning bolt. Whip him before he materializes completely, then run to the opposite side of the screen to dodge the lightning.



These rolling eyeballs guard the bridges in the Plant Castle.



Use the axe on the big bats. If you whip them, they can multiply and cause even more problems.

HINT

When you're climbing a rope, try to keep going up even if it looks as though there's nowhere to go. You can find lots of secret rooms containing power-ups and special weapons this way. And if you're on a rope beside a wall, try to jump into the wall. There are several places where you can find a shortcut through a stage, avoiding plenty of places where you might take a hit.

Konami: 900 Deerfield Parkway, Buffalo Groves, IL 60089

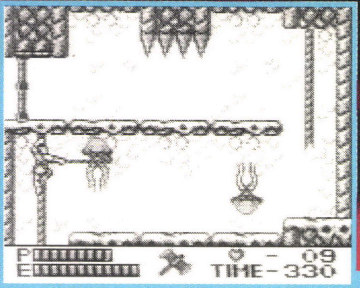
games, you can hop right into the action with this one. The weapons and power-ups are the same as in the earlier installments, as are many of the enemies.

If you're unfamiliar with the series, you should know that your main weapon is the Mystical Whip, which is effective against every evil creature you encounter. Candles found throughout each stage hide power-ups and weapons to help in your battles. Crystal balls make your whip longer and more powerful; collect enough of them, and you fire a ball of flame with every lash. Battle axes are powerful, but can only be thrown in an arc. On the other hand, holy water isn't as devastating, but you can drop it on enemies directly in front of you.

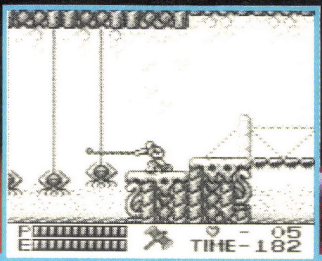
The number of times you can use a special weapon (you carry only one other weapon besides your whip) depends on the number of hearts you've collected. Use your whip on candles and walls to uncover hearts, or collect them after you've destroyed certain enemies.

Count yourself lucky if you even *reach* the count. Dracula has built a new castle, hidden inside a lake and protected by four surrounding castles. Each castle is home to a variety of creatures that form Dracula's evil army, including mermen, snake heads (punaguchis), bats, and evil knights. Besides defeating these henchmen, you must get past all sorts of mechanical devices that can leave you crushed and mangled if you make the slightest misstep.

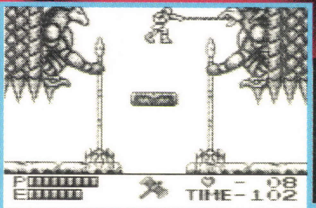
Castlevania II: Belmont's Revenge has nice graphics and smooth animation, a good soundtrack, and holds plenty of challenge — even to veteran vampire hunters. Some arcade games can become boring if all the action involves scrolling to the left and killing enemies. But the different machines and devices you must climb over, under, or through make *Castlevania II* anything but monotonous. *Castlevania* fans will definitely want to pick this one up, but it should appeal to anyone who likes action games.



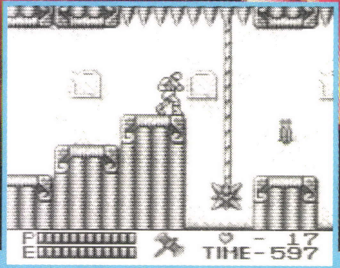
Patience is a virtue when it comes to fighting jellyfish. Stay on the rope and wait for them to come to you.



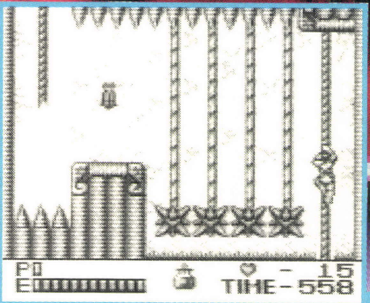
You run into these spiders in stage 3 of the Plant Castle. Move forward slowly so that only one spider appears at a time, then kill it with an axe when it reaches the bottom of its web.



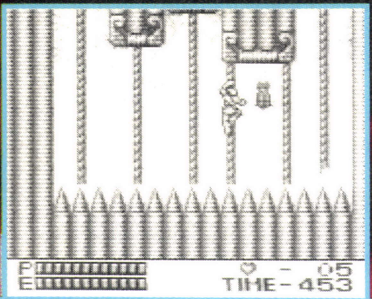
The twin bosses of the Plant Castle look scary, but if you stay on the middle platform, you can land blows and destroy the fireballs the bosses shoot at you.



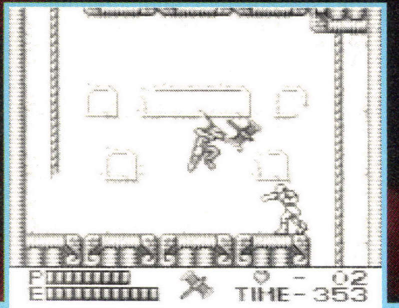
These chains in the first stage of the Cloud Castle start pulling you up into spikes when you climb onto them.



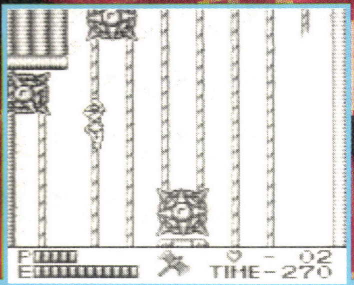
To get past these four chains, jump to a point as low as possible on the first chain, then immediately start jumping left, making sure you don't press up on the directional pad of your controller.



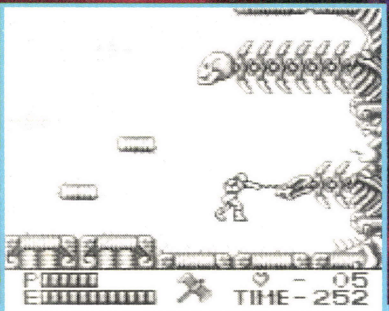
It takes practice to grab the contents of this candle. You have to jump and whip almost simultaneously to keep the axe from falling off the screen.



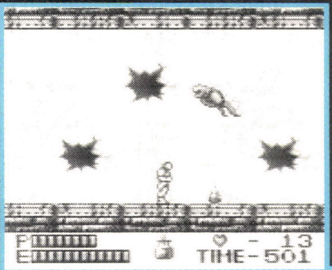
Mermen are some of the toughest enemies you meet. Keep whipping as you move to avoid this one — and toss axes whenever you have an opening.



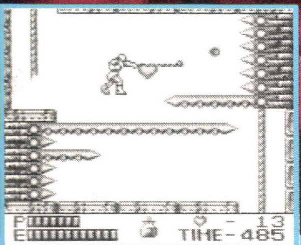
Chains attached to gears are tricky. If a chain is pulling you into the gears, press A and the opposite direction on your controller until the chain begins to travel the other way.



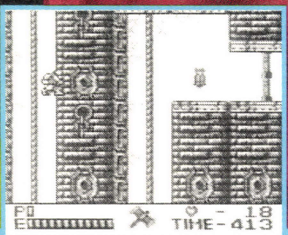
The boss of the Cloud Castle is a two-headed skeletal serpent that attacks you by throwing its bones from one head to the other. Kneel under the bottom skull, then attack after the bones have been tossed to the upper skull.



These huge toads in stage 2 of the Rock Castle are persistent. Move forward slowly and be ready to whip — they show themselves just before they emerge from the holes in the wall.



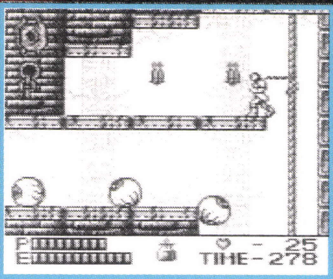
Don't let these spikes keep you from grabbing the candle. The circles that indicate where each spike is located blinks just before a spike shoots toward you.



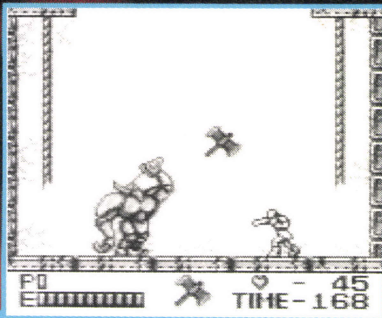
As you're descending into this passageway, jump to the right to find a secret shortcut.

HINT

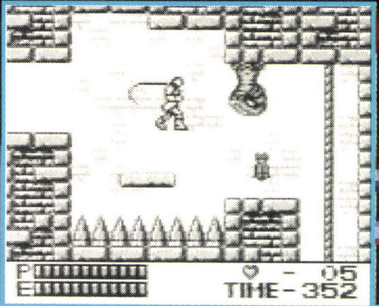
There are three ways to deal with the rolling eyeballs guarding the bridges in stage 2 of the Plant Castle. They burn when whipped, but they leave a hole in the bridge. Holy water kills them and leaves the bridge intact, but this method uses valuable hearts. The best way is to jump over the eyeballs, taking care not to hit the spikes in the ceiling.



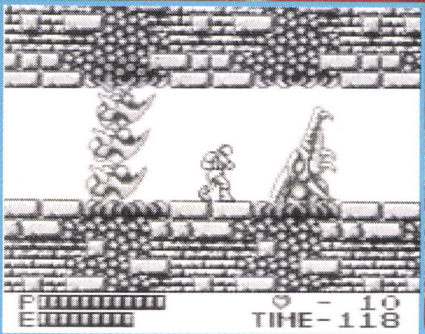
Climb the rope near the beginning of stage 4 to reach this bonus room. Whip the ledge on the left to uncover leg of werewolf — a quick energy boost.



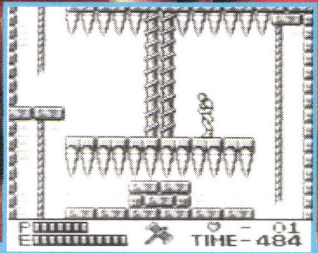
The boss of the Rock Castle seems simple enough to beat, but after you land a few blows, he changes into a fast and ferocious demon.



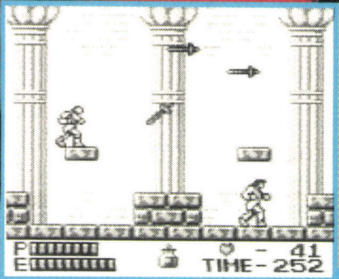
Now you've made it to Dracula's castle. In the first screen of stage 3, climb up this rope to find a bonus room.



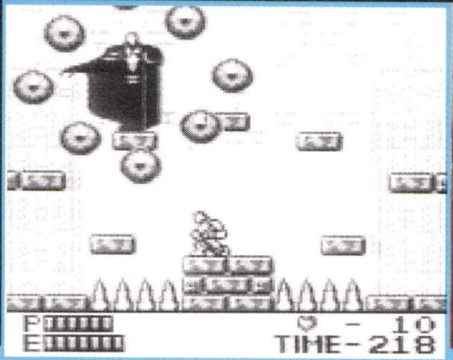
The first boss of Dracula's castle makes a circular motion as his head enters the ceiling on one side and his tail descends into the floor on the other side. Stay to the right at all costs, whipping the head whenever it appears.



When you reach this press, don't waste time trying to figure out how to get past the center beam without taking a hit — there's no way to do it.



You've finally reached Soleiyu, but he doesn't seem happy to see you. Keep moving from one side to the other as you attack, but keep an eye on the daggers he tosses into the air.

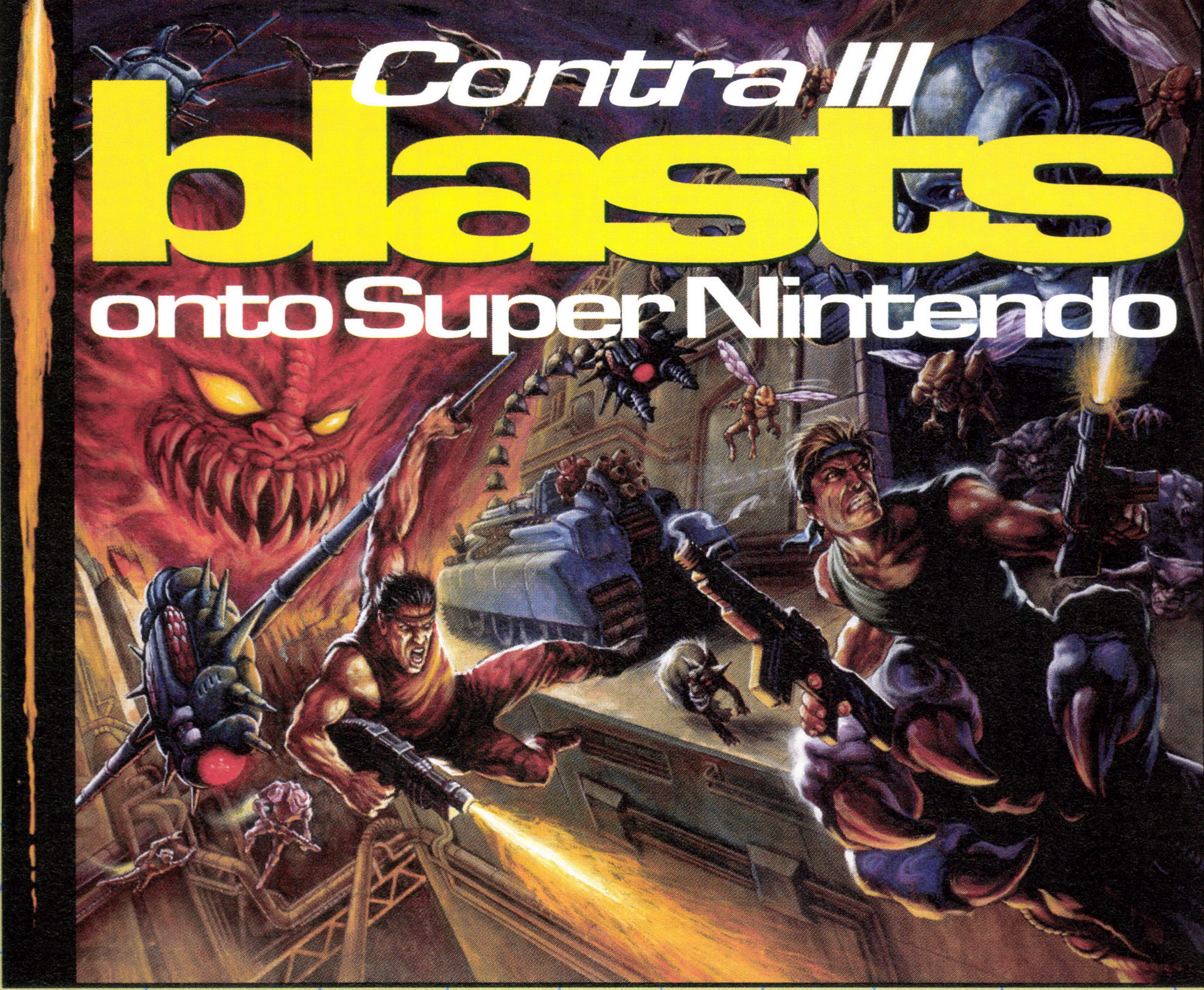


All your skills are tested in your final battle with the nefarious Count Dracula!

HINT

Although there's a timer running throughout the game, don't feel as though you must hurry through any scene. Except for rooms where creatures attack you right away, you can take as much time as you need to study the timing and pattern of enemies and machines.

Contra III blasts onto Super Nintendo



Jonathan Gagnon

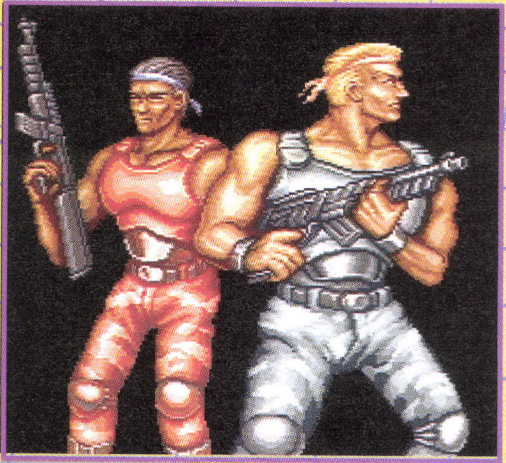
Are you ready for a hardcore alien-stomping jamboree? Well, make sure your seatbelt's fastened when you sit down for a session of *Contra III: The Alien Wars* — this game is going to blow you off your feet. Not only are the graphics extremely well done, but the game play is also super smooth.

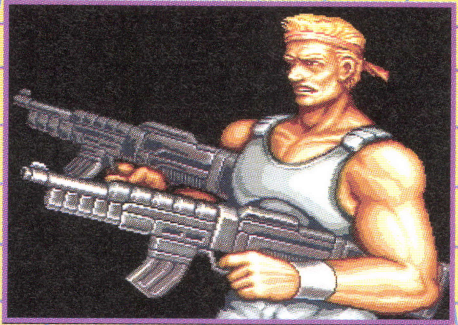
By the year 2636 the alien fiends in the other *Contra* games have been squelched by soldiers highly trained in guerrilla tactics, the Contraspirits. But the aliens have just enough strength for one final push, and even the Contraspirits may have trouble putting down the invasion. Two men set out to free a city occupied by the aliens — and that's where you come in.

Because of all the action in *Contra III*, you might expect the slowdown found on other Super Nintendo shooters. But Konami has done a great job of keeping the action fast and the pace at breakneck speed. But it's the originality that sets *Contra III* apart. You've never seen bosses like these, and you can also use two weapons at once to fry the aliens.

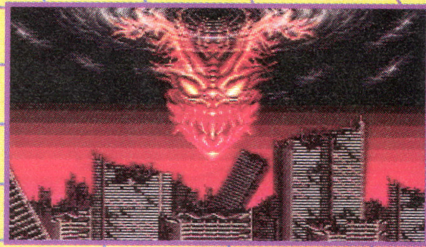
Want a fast-paced game with virtually no slowdown, great graphics, an awesome two-player option, and so much action that you'll miss something if you blink? Look no further than *Contra III.*

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089-4570

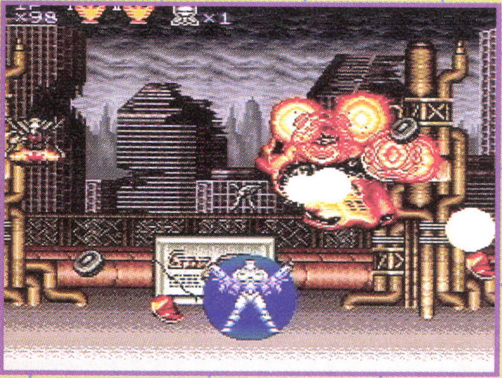




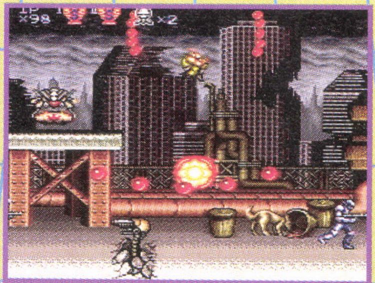
You can head out on your mission alone, or take your partner along.



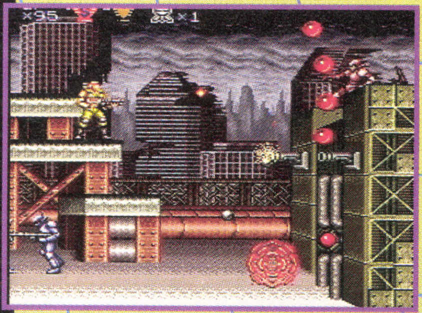
The aliens have destroyed the city — now it's up to you to make them pay.



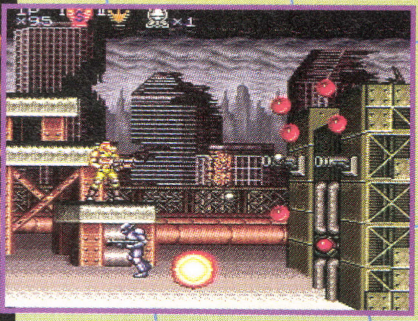
Grab the shield and destroy the car right at the start of the game. Notice that your soldier can carry two different weapons at once.

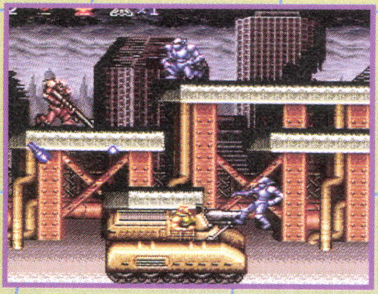


You can encircle yourself with shots by using both weapons at once. Watch out for vicious dogs as well as guns that suddenly pop out of the ground.

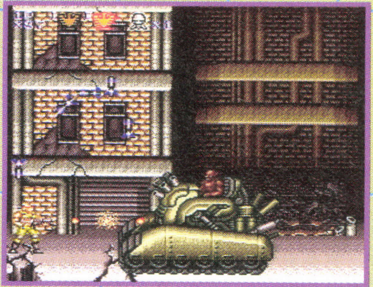


Take out the enemy on top first, then drop to this level and keep shooting the spray gun. Your shots hit the red target, while their shots don't come close to you.

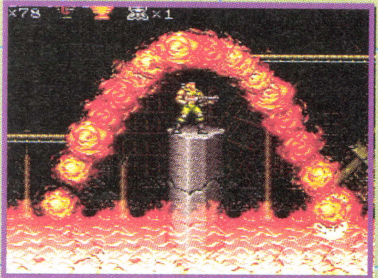




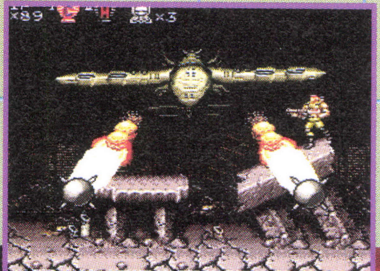
The aliens on the ground can't hurt you when you're in the tank, but the ones on top can drop grenades into the tank.



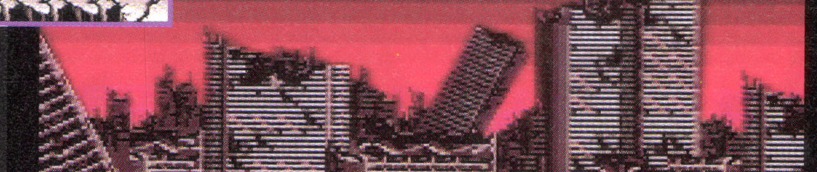
This dogged tank's bark is worse then its bite. But you can stand against the wall and fill him with bullets while his bombs sail right over you.

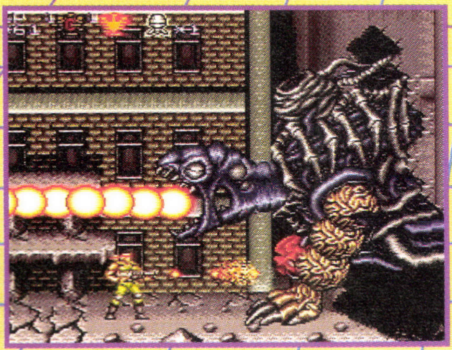


Don't rush your mission — stand on this pillar while the flame passes over you.

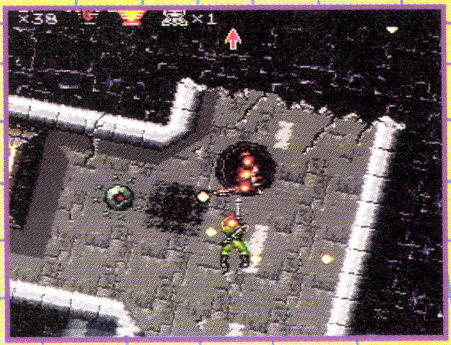


No, this plane isn't coming out of the screen. Stand on this concrete slab to avoid the fire from the bombs.

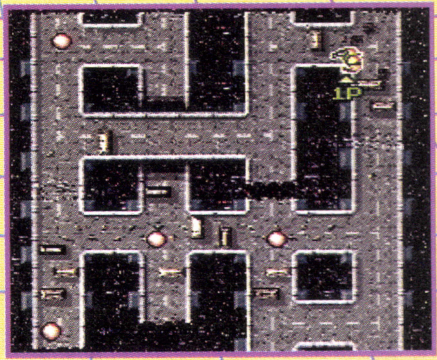




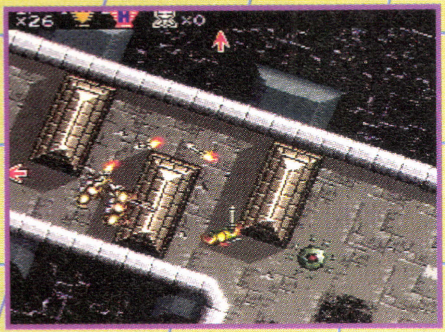
When the turtle shoots fire, take the time to fill the red vulnerable spot with your ammunition.



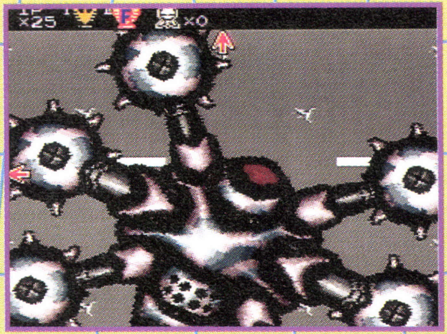
This enemy rotates and shoots at the same time. You'll be dusted if you don't duck when the bullets head your way.



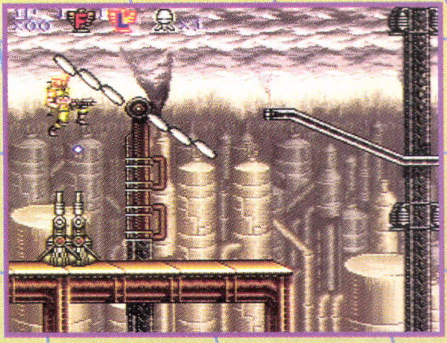
Check the map to find the locations of your alien enemies.



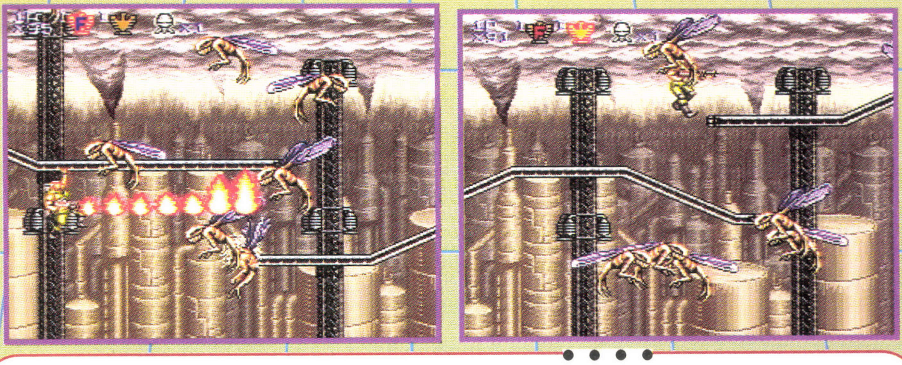
Heat-seeking missiles are great for this level — notice how they zip around barricades to find the enemy.



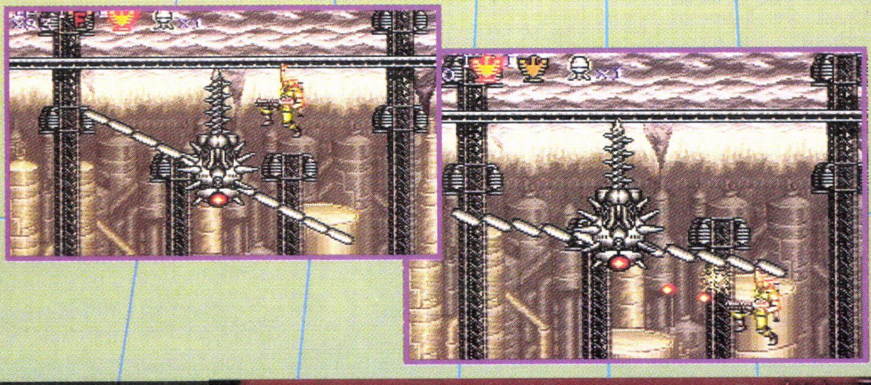
This spiderish boss scrolls upward and tries to land on you. When you see him headed up, run away so he misses his mark.



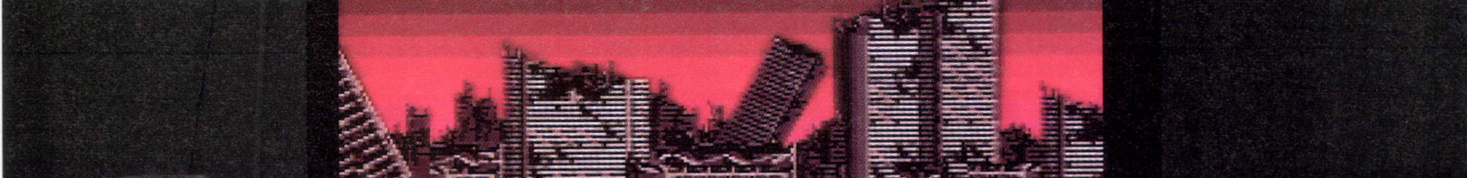
These rotating platforms help you reach higher ledges.

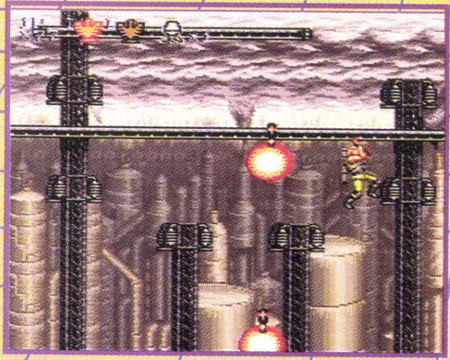


Roast these aliens before they can pick you up and drop you.

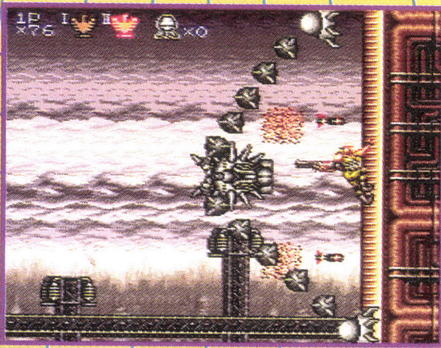


This alien tries to drill you into the platform. Use the rotating platform to get near the red target.

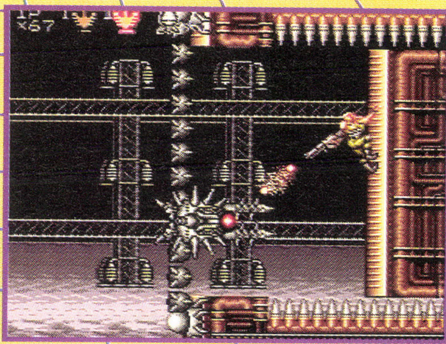




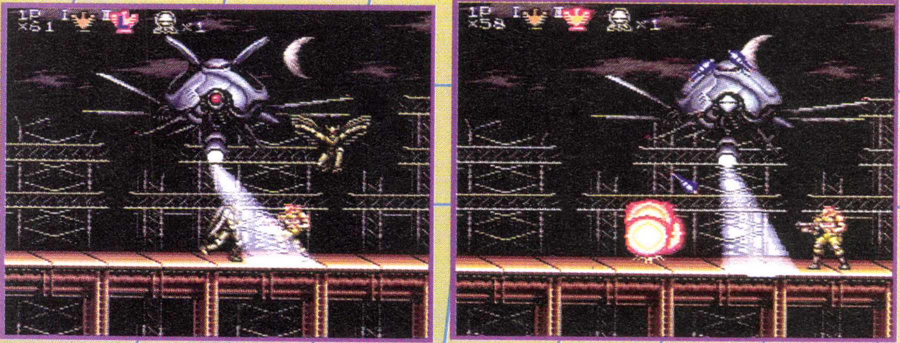
Missiles start coming up from below after the alien has been defeated.



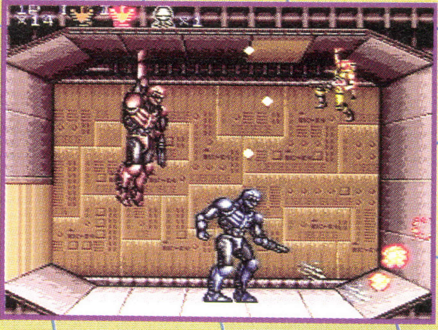
Not only must you stay within this alien's feet as you scale the wall, but you must also avoid the missiles he shoots — and your blasts don't phase him until you reach the top.



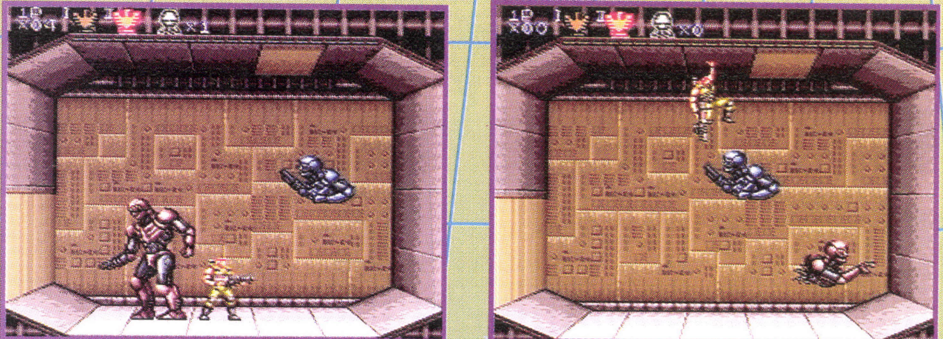
What's with these drills? When you see the red vulnerable spot, shoot at an angle so his drill doesn't pierce you.



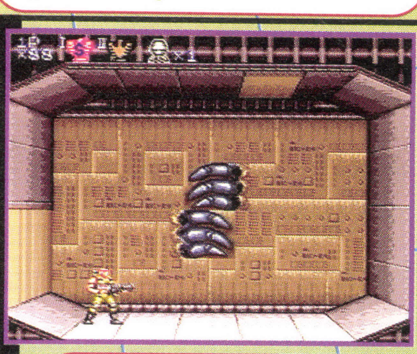
It doesn't take a genius to know not to go in the spotlight. When this guy drops bombs, his vulnerable red target is covered up — your best bet is to stay to the far left or right.



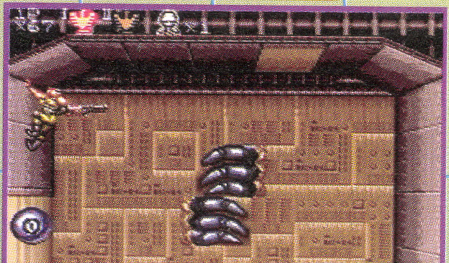
Now's the time to start sweating — these aliens are tough. Be especially careful of the red one because he can hang on the ceiling just like you can.



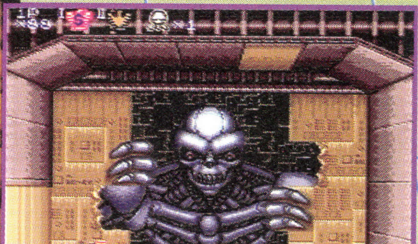
Once you've pumped the aliens with enough ammunition, they turn into heads. Hang on the ceiling after they've transformed — they can't touch you there.

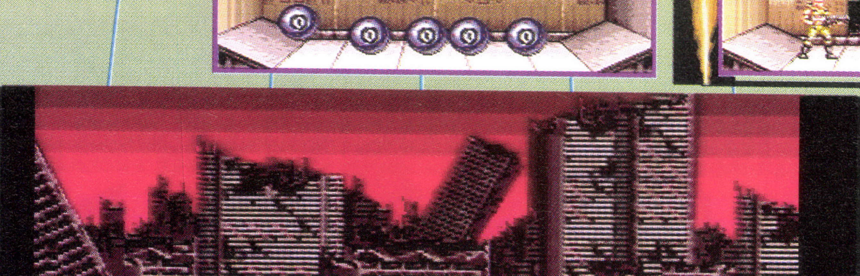


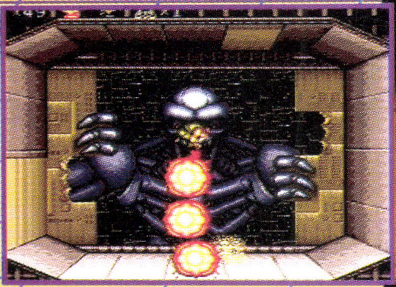
Don't rest — the action is just beginning. This alien is ready to stomp you into the landscape.



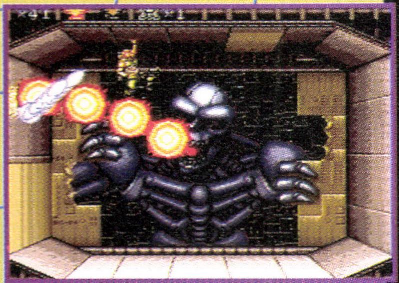
When the alien drops the time bombs, move as far away from them as possible.

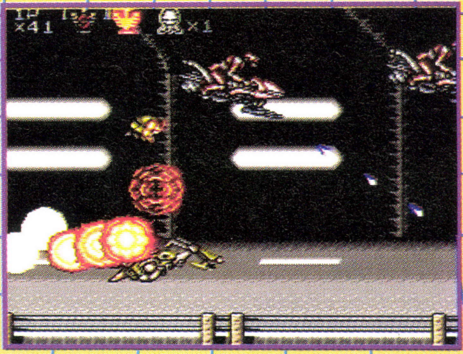




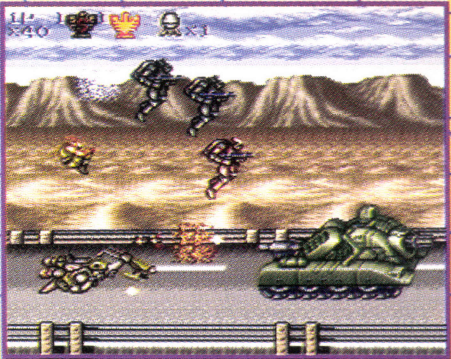


In the novice and expert mode, you need to jump over his flame. In the easy mode you can outrun the flame.

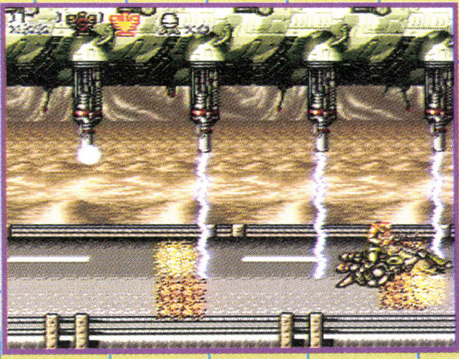




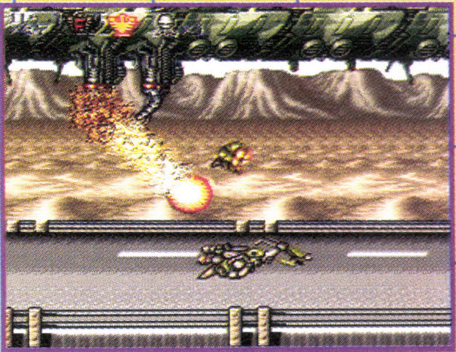
If you think that a bomb is about to hit your motorcycle, leap in the air to avoid the explosion.



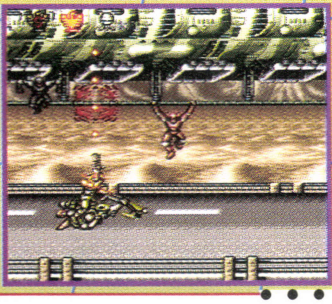
The same goes with this tank. To survive, you need to somersault over its shots.



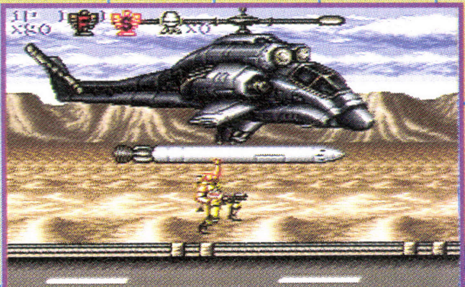
Don't become a roasted marshmallow — stay between these electrical beams.



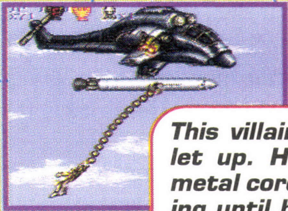
A big gun means a big missile. Jump over the shot and proceed with your mission.



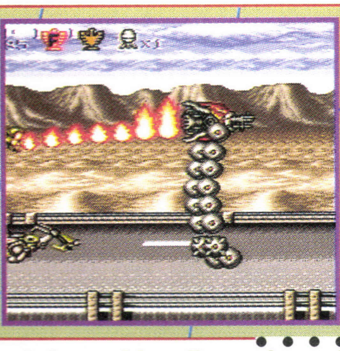
Here your target is the gray alien. You can continue after you destroy him.



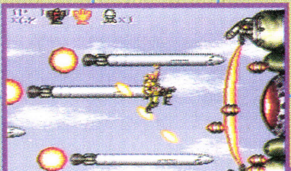
Hold on to this helicopter for more intense fighting.

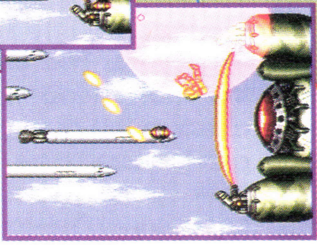


This villain just won't let up. Hop over his metal cord while waiting until he pulls himself up to the helicopter.

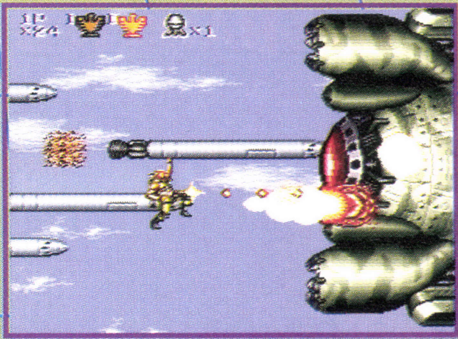


To defeat this alien, shoot his gun. It's not easy — you must somersault in the air to hit it.

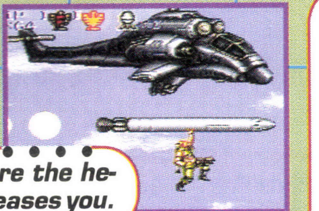




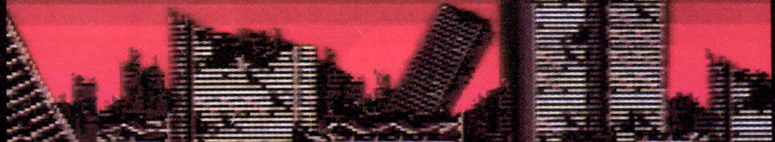
To remove the shield, hit the upper and lower guns. If you're about to be hit, detonate a smart bomb so the last laugh is yours.



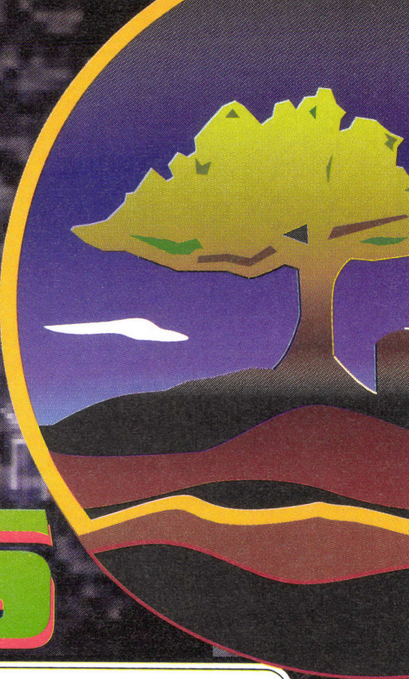
With his shield gone, the odds are even. Keep blasting the red target with all your power.



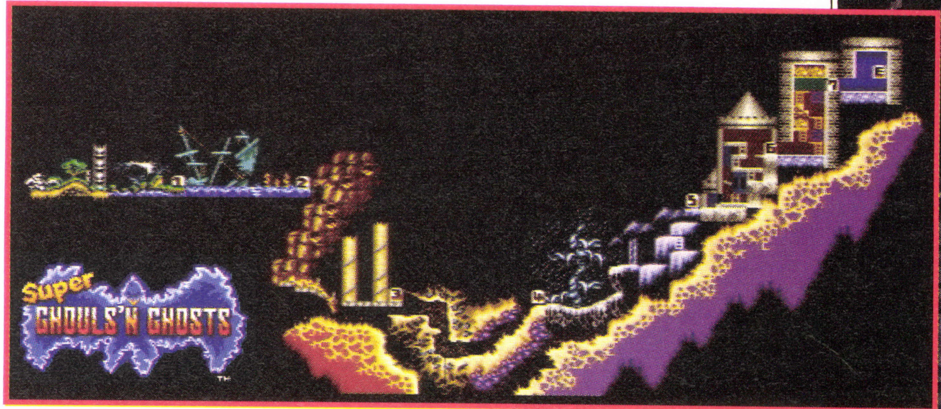
This is where the helicopter releases you.



SUPER GHOULS 'N GHOSTS



Vince Matthews

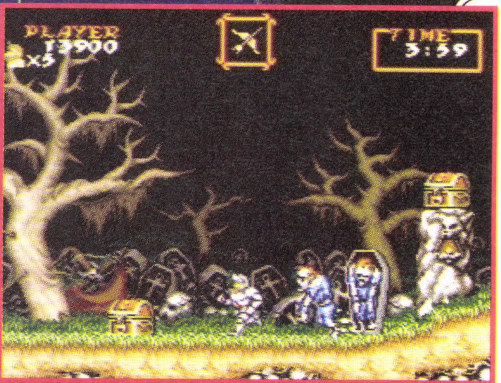


Journey back to days of old, when knights lived in mighty fortresses and the hand of a fair maiden was worth the risk of life and limb. The brave knight Arthur has certainly risked his life often enough. His fair maiden, Guinevere, is always getting into trouble. Arthur has had to rescue her in *Ghosts 'n Goblins* for the NES and *Ghouls 'n Ghosts* for the Sega Genesis. Now he faces more perils in *Super Ghouls 'n Ghosts*. By now, the story is familiar, but this is an all-new adventure, with souped-up sound effects and supercool scaling and rotation.

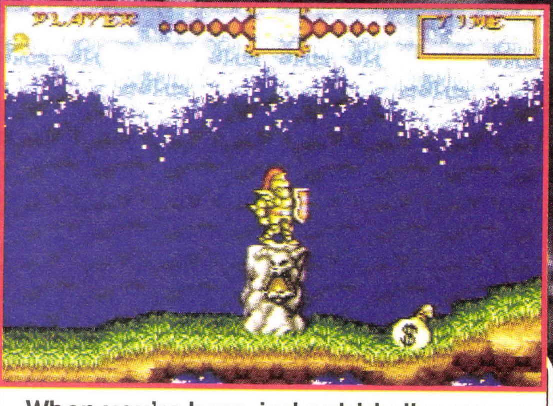
Princess Guinevere has been taken into the Phantom Zone by Sardius, the Emperor of Evil. Can Arthur save her? Unspoken terrors await you — so strap on your trusty blade and let us guide you to victory!

QUEST ONE: THE DEAD PLACE

THE HAUNTED GRAVEYARD



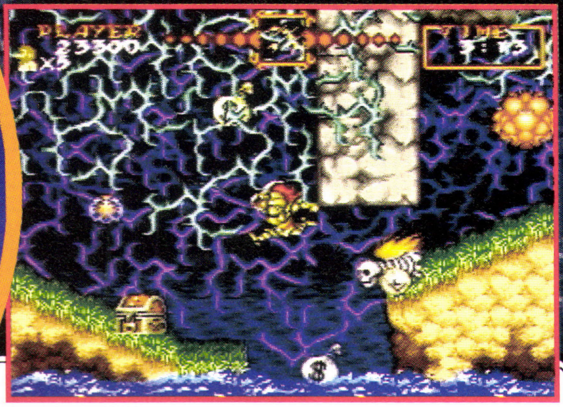
Your journey begins in the Haunted Graveyard. Two of the many hidden chests in this game can be found here. Look for improved armor in the chest to the right and a weapon in the chest to the left.



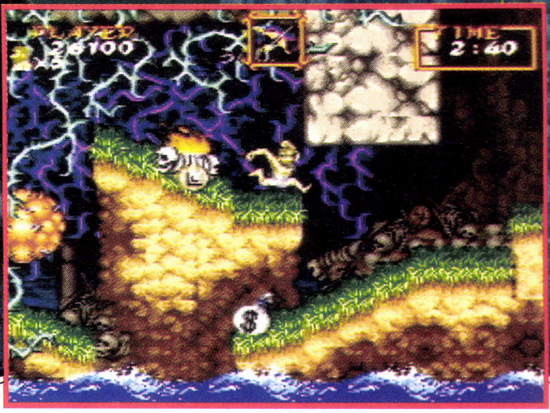
When you're here, just outside the graveyard, make sure you're on top of the stone pillars. If you're greedy and get caught on low ground, you'll be washed away.

Capcom; 3303 Scott Blvd.; Santa Clara, CA 95054

THE FOREST OF FEAR


PLAYER
23300
×5
TIME
3:13

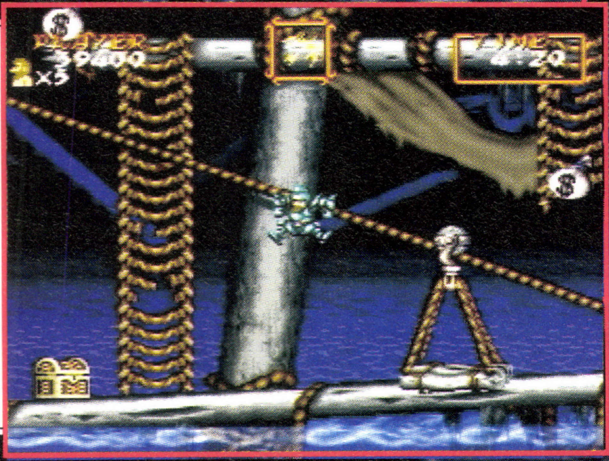
Check the hidden chest to the left for better armor. Destroy the bulbs before they have a chance to multiply, and avoid the rolling ghoul with double-jumps.


PLAYER
28100
TIME
2:40

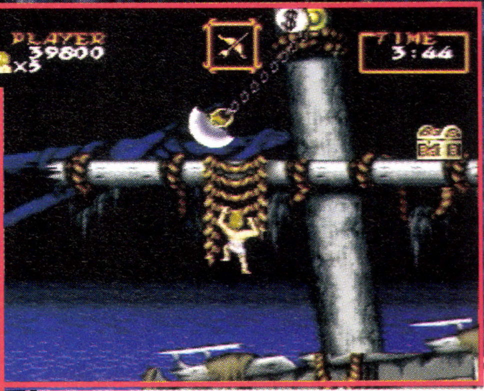
As the land begins to tilt, jump this chasm — it's tricky, but you'll make it with a little practice.

QUEST TWO: THE ROTTING SEA

THE GRAVEYARD OF SHIPS

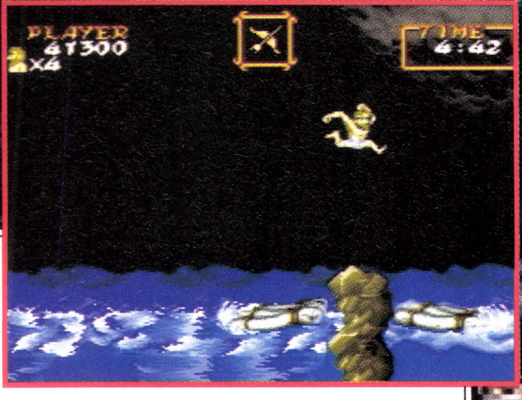

PLAYER
39400
×5
TIME
4:20

Jump off the moving platform before it plunges into the ocean, then quickly destroy the wiggling chests. If you don't hurry, they release pink ghosts that can cause big problems.

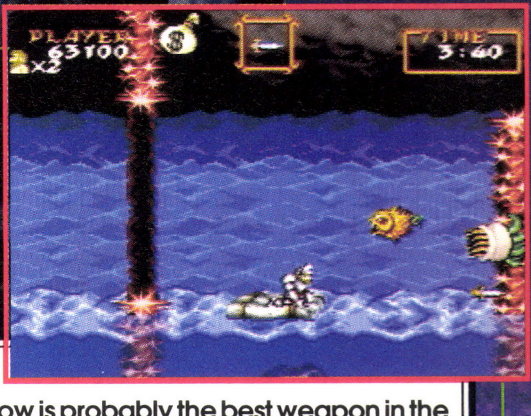

PLAYER
39800
×3
TIME
3:44

Use this broken ladder on the third mast of the ghost ship to avoid the ghost chest to the right.

THE SEA OF DESPAIR


PLAYER
61300
×4
TIME
4:42

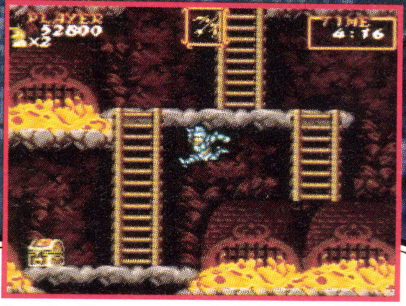
Each raft circles the whirlpool about three times. Take your time and plan each leap, but make sure you jump off before the rafts sink.


PLAYER
63100
×2
TIME
3:40

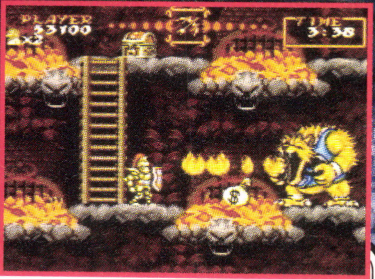
Your crossbow is probably the best weapon in the game. Use it here in the coral as you duck, then shoot the fish that fly out of the water. Destroy the reef walls the same way.

QUEST THREE: VERMILION HORROR

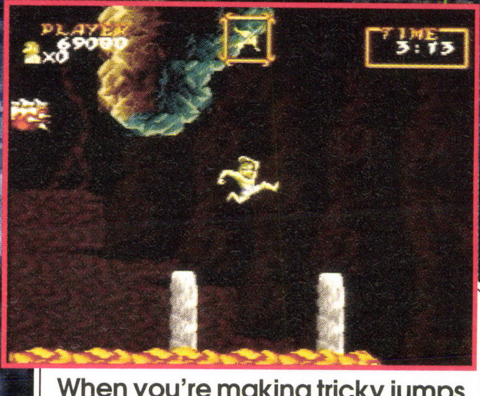
CRUCIBLE OF FLAME


PLAYER
52800
x2
TIME
4:16

Look throughout this area for hidden chests.

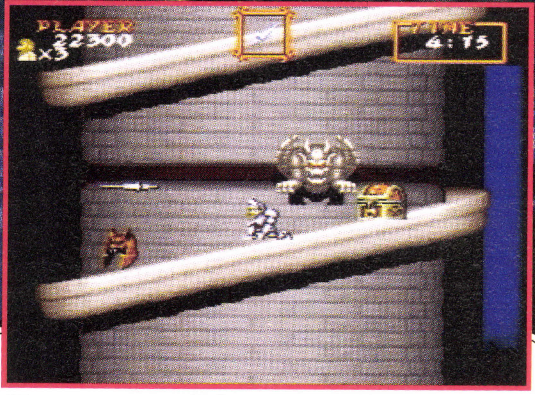

PLAYER
53100
x2
TIME
3:38

Here, you should jump to the left, then double-jump back to the right.

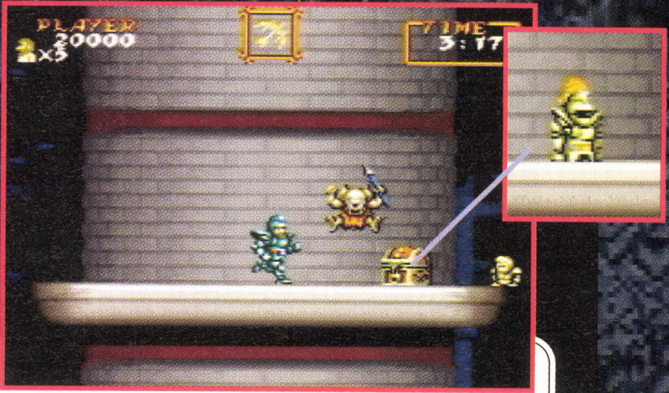

PLAYER
69000
x0
TIME
3:13

When you're making tricky jumps — and you make a number of them during this stage — watch out for deadly falling lava.

TOWERS OF MOLTEN STEEL

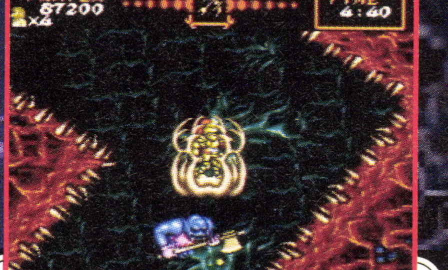

PLAYER
22300
x3
TIME
4:15

Since you can't jump over the gargoyle statues that appear in your path, you must destroy them. Don't forget to look here — and in the other towers — for hidden chests.

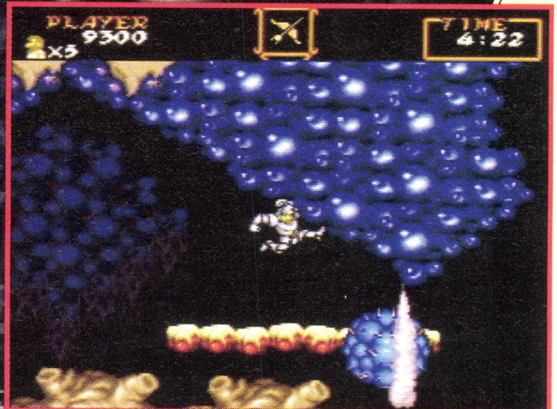

PLAYER
20000
x5
TIME
3:17

Move with caution as you approach the last tower. Ghoulish trolls are hidden in the walls, but there's also a hidden chest here with an upgrade in armor.

QUEST FOUR: THE GHOUL'S STOMACH


PLAYER
87200
x4
TIME
4:40

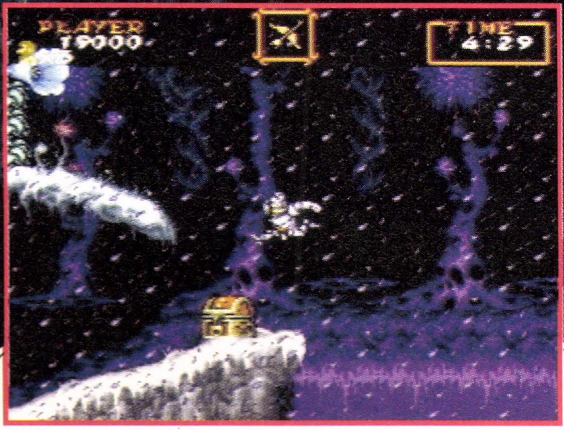
Your journey becomes even more difficult inside the Ghoul's Stomach. When the screen begins flashing red, jump to the thorny platform. Keep shooting!


PLAYER
9300
x5
TIME
4:22

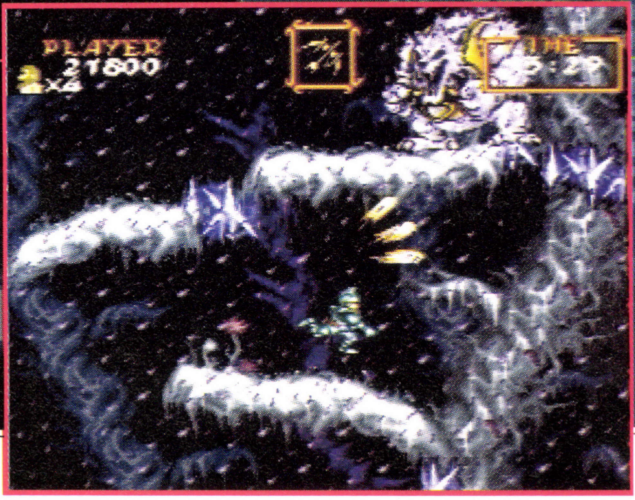
The scaling and rotation of the Super NES are really shown off here, but don't let it distract you. When this platform disappears, jump through the blue bubble organ to make it reappear.

QUEST FIVE: THE DEEP CHILL

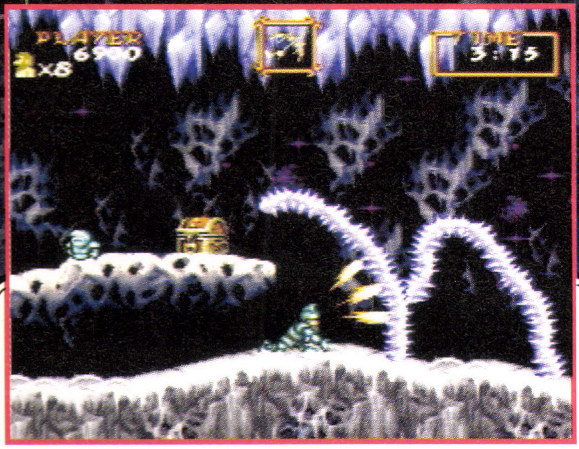
ICE FOREST


PLAYER
19000
TIME
4:29

At the beginning of the level, jump off the ledge to the right, then double-jump back to the left. A hidden chest with armor appears.

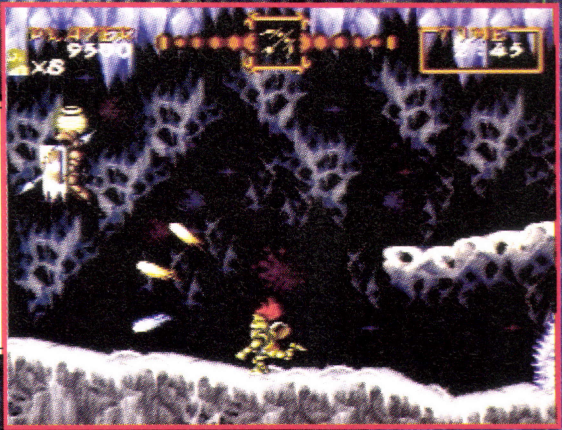

PLAYER
21800
x8
TIME

You can easily work your way up the thorn tree if you use the crossbow to hunt out the target. If the crossbow is powered high enough, you don't need to be on the same level, or even *near* the target to hit it.

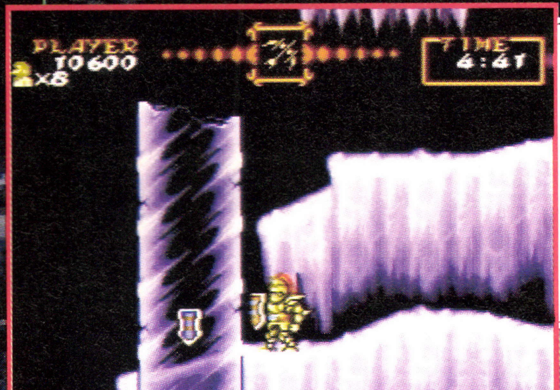

PLAYER
6900
x8
TIME
3:15

There's a hidden chest at the beginning of this level, but be careful as you search for it — ice vines can form anywhere.

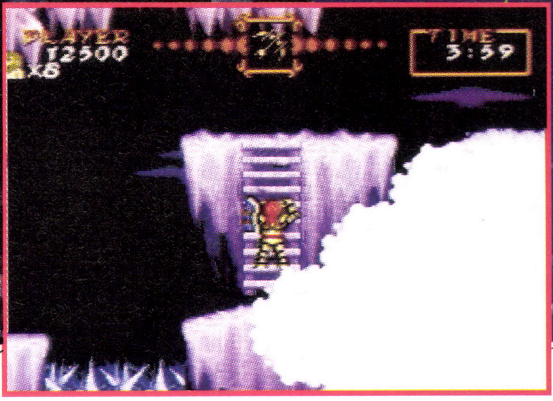
These armored ghouls can only be shot from the back.


PLAYER
9500
x8
TIME

ICE WALL

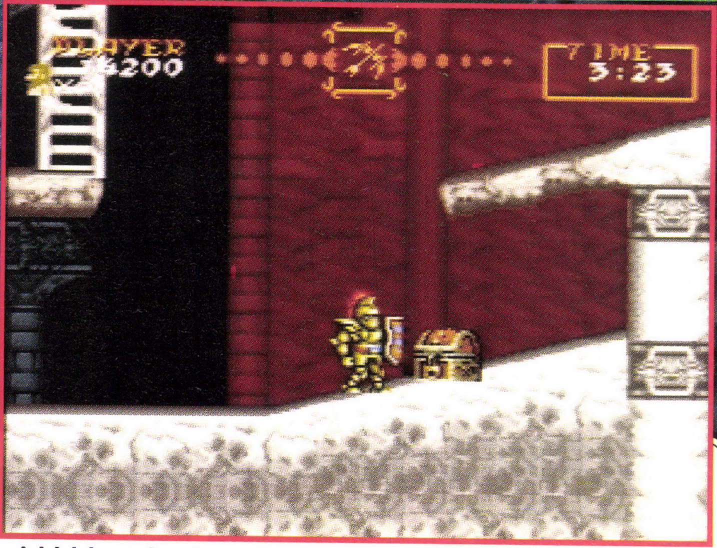

PLAYER
10600
x8
TIME
4:41

When you have the golden armor, shields appear in place of armor upgrades. This shield protects you from the magician, but you can use it only once.

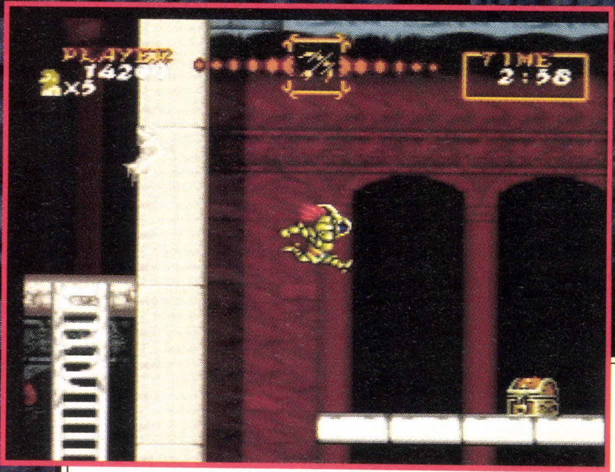

PLAYER
12500
x8
TIME
3:59

Avalanche! As the snow tumbles toward you, climb on the nearest ladder for safety.

QUEST SIX: THE CASTLE OF THE EMPEROR

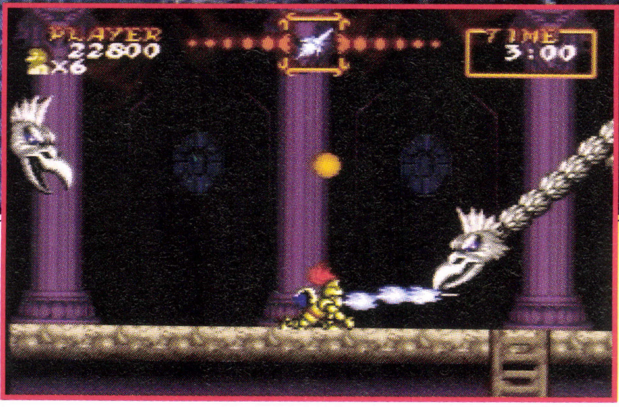

PLAYER
TIME
3:23

A hidden chest can be found just after coming down the ladder by the entrance. The chest should appear when you jump to the higher ledge, then hop back down.

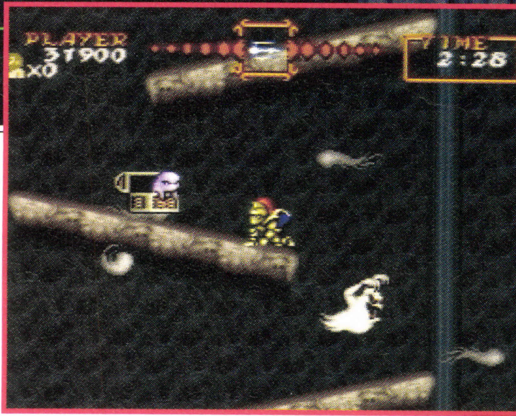

PLAYER
14200
x5
TIME
2:58

Another hidden chest! Jump to the left, then to the right to bring this treasure into view.

QUEST SEVEN: HALLWAY OF GHOULS


PLAYER
22800
x6
TIME
3:00

Here, concentrate on one bird at a time, being careful to avoid their floating fireballs. Your clearest shot is when their necks are extended.


PLAYER
31900
x0
TIME
2:28

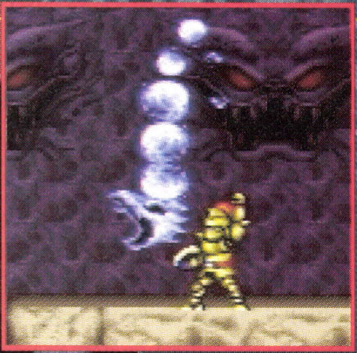
Work your way down the hall as quickly as possible, destroying all the chests. The longer you hang around, the greater the number of ghosts that appear.

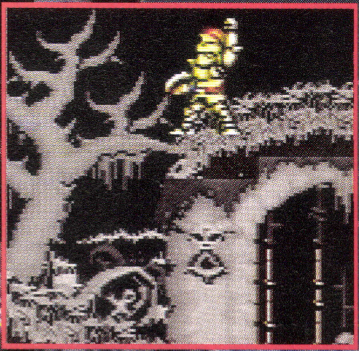
QUEST EIGHT: THE THRONE ROOM

You've made it this far, now it's up to you! Good luck, Arthur!

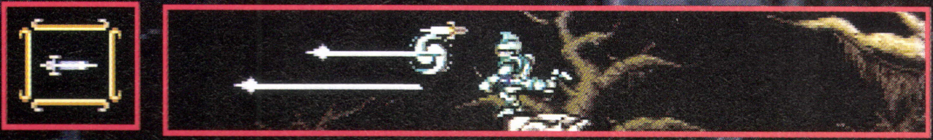
THE TOOLS OF A KNIGHTS TRADE: SIEGECRAFT WEAPONS AND SHIELDS

The best two weapons in the game are the crossbow and the dagger. When they're fully powered, you have magical ghoul-busting abilities.

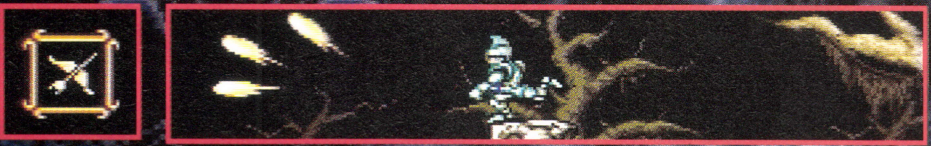




THE DAGGER

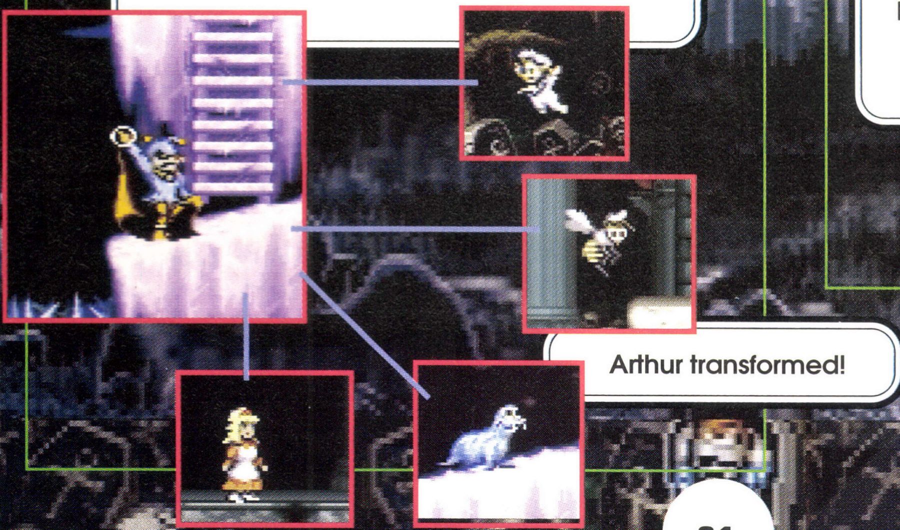


THE CROSSBOW



THE MAGICIAN OF THE PHANTOM ZONE

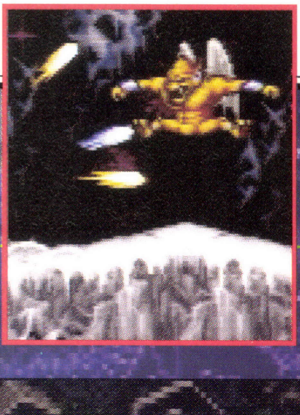
You discover fantastic places and menacing evils during your quest. The magician is one of the worst threats because he can turn Arthur into any number of helpless creatures. Beware! If he pops out of a chest, destroy him immediately!



Arthur transformed!

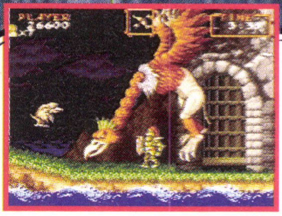
THE GARGOYLE OF THE PHANTOM ZONE

The gargoyle is Sardius's servant, so he does everything in his power to keep you from reaching your goal. Destroy the gargoyle as quickly as possible with any weapon you have.



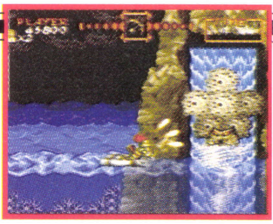
THE BOSSES OF THE GHOUL REALM

Each Boss of the Ghoul Realm is increasingly difficult. Remember your best chances of success are battling each boss in the best possible armor. The better the armor the more powerful your weapon. Use these techniques to defeat the bosses, and rescue the Princess Guinevere.



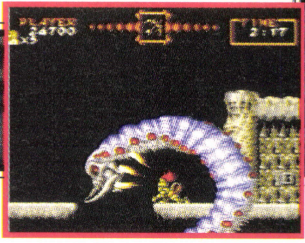
1

Keep a safe distance from this vulture. When he spits out an egg, run to the side and destroy it. The vulture can easily be defeated — just keep firing, especially at the bird's extended neck.



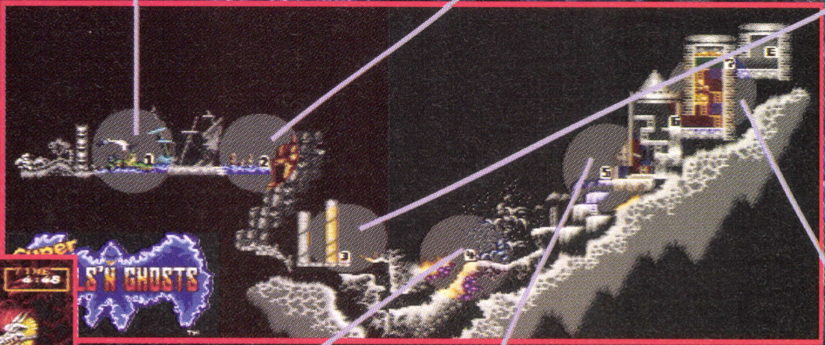
2

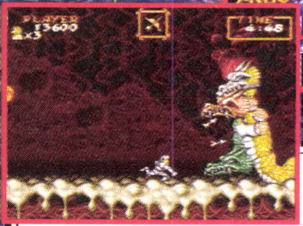
The waves make this boss really difficult to kill because they can throw you into one of his shells without warning. Try to jump at the height of the wave and fire into the boss's face.



3

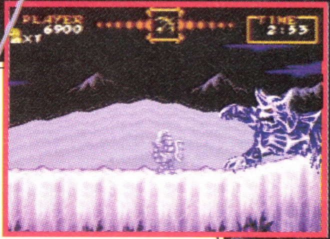
Stay near the center of this boss and keep firing. He rotates around you, but you should be able to destroy him even before he gets off a shot.





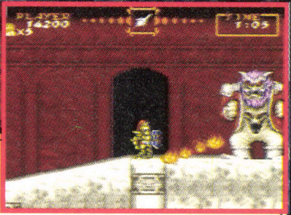
4

Shoot the dragon-demon in the head while you dodge his shots. He splits into three smaller demons, but if you stick to the center of the screen and continue firing, you'll be victorious.



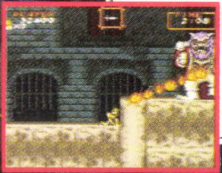
5

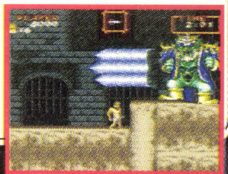
The boss of Ice World shoots a magical freeze ball. If you get caught by the ball, tap the controller left and right to break free. To beat the boss, aim at his head — and keep moving!

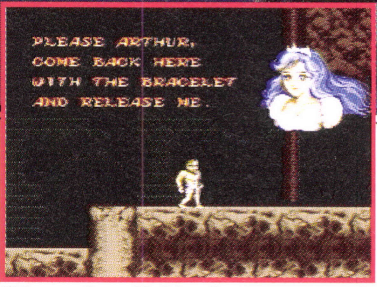


6, 7

These three bosses guard the Emperor's Throne Room, but you can use the same pattern to kill each one. As the boss fires a laser at you, jump over it, fire, then move away. If you get into trouble, crouch in the right corner to avoid the fiery breath from his belly.

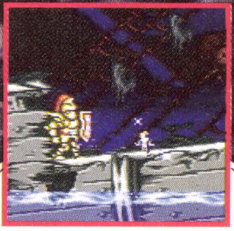




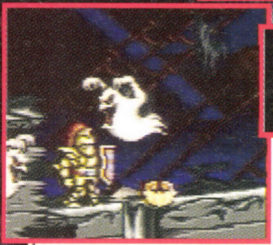


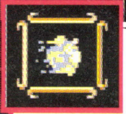
PLEASE ARTHUR,
COME BACK HERE
WITH THE BRACELET
AND RELEASE ME.

Triumphant! You've rescued fair Guinevere. Unfortunately, the hapless princess dropped her precious bracelet after she was abducted. Now you must journey back to find it.

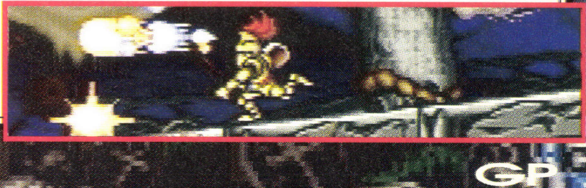


Destroy this fairy, and riches are yours.





Only the bracelet gives you the power you need to enter the throne room and defeat Sardius.



Explore European History with

L'EMPEREUR

Koei; One Bay Plaza; Suite 540; 1350 Bayshore Highway; Burlingame, CA 94010

William R. Trotter

Now that Koei has issued sequels which upgrade and refine its line of strategy games set in ancient Asia (*Nobunaga's Ambition II* and *Romance of the Three Kingdoms II*), the company has taken a leap in time and space. *L'Empereur* is set in Europe, not Asia, and it's set in the 19th century, not the Middle Ages.

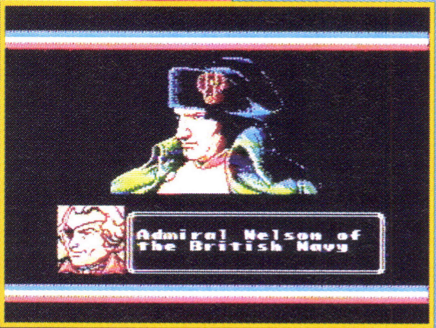
This first simulation of Western history invites you to relive the career of Napoleon Bonaparte, the greatest soldier of his age — and a man who very nearly united Europe under the French flag.

L'Empereur has similarities to Koei's earlier games: You issue monthly "officer commands" at the lower levels of difficulty, adding "government commands" when you achieve the rank of first consul or emperor. Although still important at certain times, economic development is not as overwhelmingly vital as it was in *Nobunaga* or *Romance*, leaving you a freer hand to build and deploy armies.

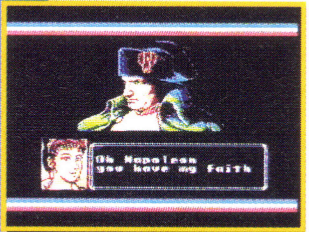
On the other hand, diplomacy is even more important (and more complicated!) in Napoleon's Europe than it was in Nobunaga's feudal Japan. You must forge alliances, impose trade embargoes, build up supplies in strategic locations, and impose taxes to keep the whole empire running smoothly. It isn't easy.

There's more variety and detail in the chessboard-style combat system than ever before, and artillery is added for the first time in a Koei game. By positioning your cannon on good terrain, you can smash enemy units at long range, or weaken them in preparation for a thunderbolt cavalry charge. The infantry units can also build and blow up bridges, or assemble entrenchments to strengthen their lines.

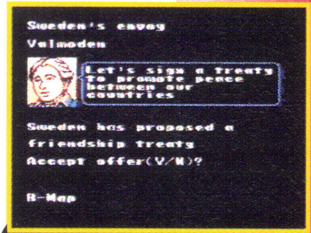
One especially gratifying piece of accuracy is present in *L'Empereur* — Napoleon's ability to raise the morale of his troops with a speech. In many battles, a "rally" command from the emperor is enough to turn defeat into victory.


Admiral Nelson of the British Navy

More than 250 actual personalities — generals, diplomats, and assorted members of the nobility — are found in *L'Empereur*.


Oh Napoleon you have my faith

Empress Josephine butts in from time to time with complaints and requests. You can ignore her (as the real Napoleon usually did) without being penalized.


Sweden's envoy

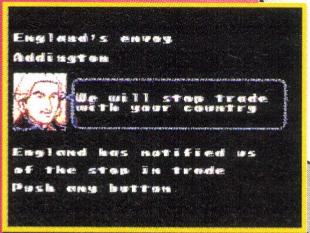
Velmoden

Let's sign a treaty to promote peace between our countries

Sweden has proposed a friendship treaty

Accept offer(Y/N)?

Sign treaties or alliances in order to strengthen your strategic position.


England's envoy

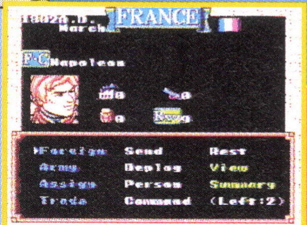
Addington

We will stop trade with your country

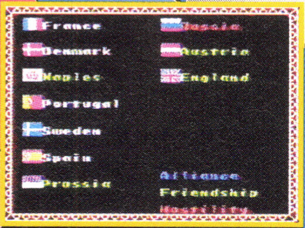
England has notified us of the stop in trade

Push any button

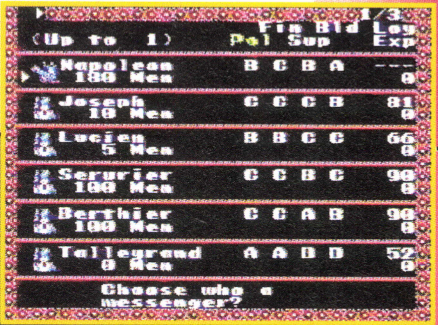
Starting or stopping international trade is one of the non-military weapons nations can use against one another.


1802A.D.
March
FRANCE
F·C Napoleon
Foreign
Army
Assign
Trade
Send
Deploy
Person
Command
Rest
View
Summary
(Left:2)

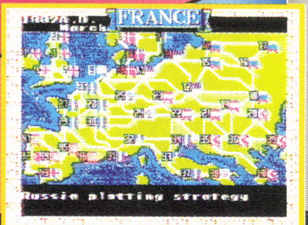
Commands shown in blue are executed on a national scale and become available only after Napoleon has reached a fairly exalted rank.


France
Denmark
Naples
Portugal
Sweden
Spain
Prussia
Russia
Austria
England
Alliance
Friendship
Hostility

Use the View command to plan foreign policy. Friendly nations are shown in green, allied countries in blue, and hostile ones in red. White lettering denotes a neutral nation.

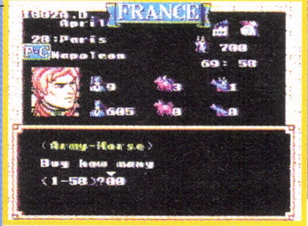

```
                                    1/3
                      Fin Bld Loy
(Up to  1)            Pol Sup  Exp
 Napoleon             B  C  B  A  ---
  100 Men                           0
 Joseph               C  C  C  B   81
  10 Men                            0
 Lucien               B  B  C  C   66
   5 Men                            0
 Serurier             C  C  B  C   90
  100 Men                           0
 Berthier             C  C  A  B   90
  100 Men                           0
 Tallegrand           A  A  B  D   52
   0 Men                            0
        Choose who a
        messenger?
```

Be sure to choose the right officer for each task. Tallyrand has little ability as a field commander, for example, but he's valuable in matters of finance and diplomacy.


1802A.D.
March
FRANCE

Russia plotting strategy

Ultimately, you want to control every city shown on the strategic map. During each turn, messages inform you of major developments and acts of war.


1802A.D
April
FRANCE
28:Paris
F·C Napoleon
700
69: 58
9
3
1
605
0
0

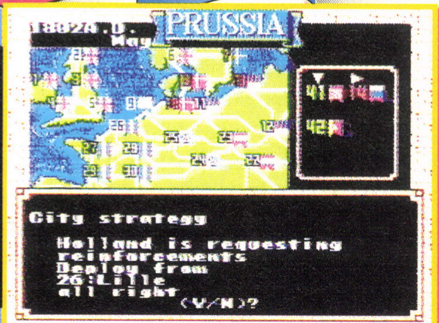
(Army-Horse)

Buy how many

(1-58)?00

Use the Officer Command menu to recruit men, buy horses, and order more cannons.

If an ally requests reinforcements, it's a good idea to send whatever you can — you may need the favor returned in the future.


1802A.D.
May
PRUSSIA
41
42

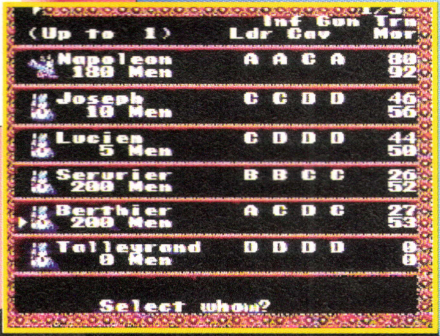
City strategy

Holland is requesting reinforcements Deploy from 26:Lille all right (Y/N)?

There are four scenarios to play, each set in a different period of the real Napoleon's career. For example, you can begin as a lowly garrison commander in Marseilles, building your authority and your forces slowly, recruiting good generals, and learning how to handle your troops.

Or you can jump right in at the height of Napoleon's power when he was emperor, finding yourself embroiled in large-scale conflict with powerful enemies such as Russia and England. The Russian campaign scenes are especially interesting to play. You face the same challenges as the real French army: scorched-earth tactics by the retreating Soviets, the onslaught of harsh winter weather, and the merciless attacks of Cossack raiders.

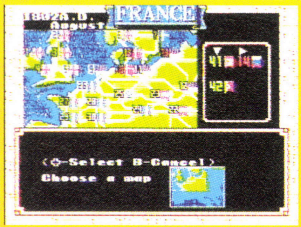
L'Empereur is Koei's most complex game yet, and it's also the best looking. Eight-bit game graphics don't get much better than this.



```
(Up to  1)        Inf Gun Trn
                  Ldr Cav  Mor
 Napoleon         A A C A   80
   180 Men                  92
 Joseph           C C D D   46
    10 Men                  56
 Lucien           C D D D   44
     5 Men                  50
 Serurier         B B C C   26
   200 Men                  52
 Berthier         A C D C   27
▸  200 Men                  53
 Talleyrand       D D D D    0
     0 Men                   0

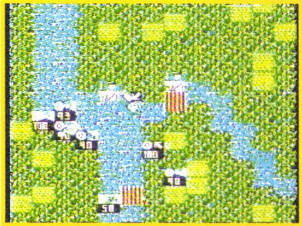
        Select whom?
```

Use the View command to check your officers strengths and weaknesses, then go to this screen to send the new recruits where they can do the most good.

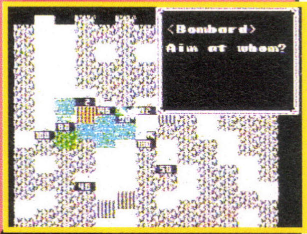


```
(✥-Select B-Cancel)
Choose a map
```

The strategic map shifts in increments, showing you about a third of the total playing area each time you select a portion.



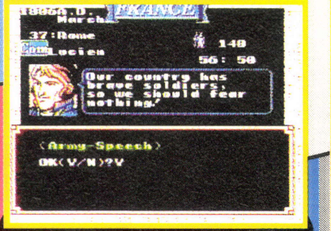
Troops should build their own bridges across many waterways, even though it may take more than one turn for the construction.



```
<Bombard>
Aim at whom?
```

The screen changes colors to indicate which enemy units are within cannon range and which are not. Put your artillery on hills or other elevations whenever you can.

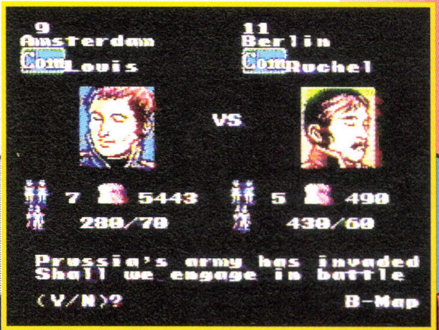
While it's sometimes instructive to view other general's battles, the game slows to a crawl if you elect to do so.



```
1806A.D.
   March
37:Rome
Com Lucien                140
                      56: 50
Our country has
brave soldiers,
so we should fear
nothing.'

(Army-Speech)
OK(Y/N)?Y
```

Before starting a campaign, use speeches by Napoleon or other leaders to bolster troop morale. Don't forget that the emperor's mere presence on the battlefield can sometimes spur the troops to victory.



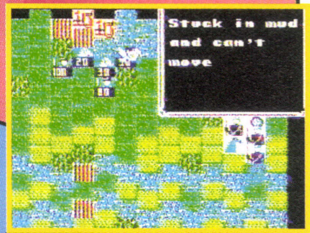
```
9                    11
Amsterdam            Berlin
Com Louis            Com Ruchel

            VS

 7   5443            5   490
    280/70              430/60

Prussia's army has invaded
Shall we engage in battle
(Y/N)?                   B-Map
```

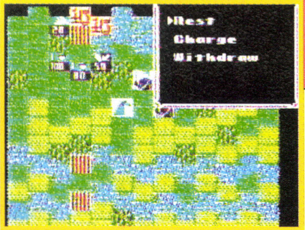
Before beginning a defensive battle, you can preview the odds, then decide whether to fight or withdraw.



```
Stuck in mud
and can't
move
```

There's more variety of terrain and tactics in *L'Empereur* than in any of Koei's previous simulations.

GP



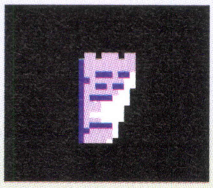
```
▸Rest
 Charge
 Withdraw
```

Cavalry charges can be devastating — especially when they're preceded by an artillery barrage.

NES CLASSIC: The Legend

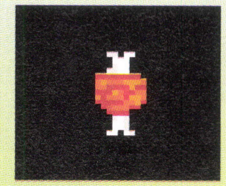
IMPORTANT ITEMS

NOTE



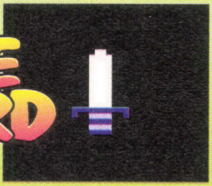
You can find the Note in northeast Hyrule. Show it to the old lady, and she sells you the Water of Life.

BAIT



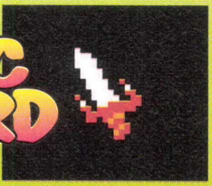
Link can use Bait to lure enemies away from him. It's also vital to have Bait in order to pass the hungry guard in level 7.

WHITE SWORD



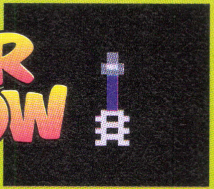
This second-strongest sword is found in a cave by a waterfall.

MAGIC SWORD



This is the strongest sword in Hyrule. It's hidden under a tombstone in the graveyard — but don't bother looking for it until you have 12 life hearts.

SILVER ARROW

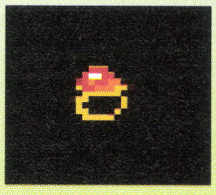


Here's the weapon to use against the evil Gannon. It's locked up somewhere within the final labyrinth.

MAGIC CANDLE

Unlike normal candles, the Magic Candle can be used several times on the same screen. Look for it in level 7.

RED RING

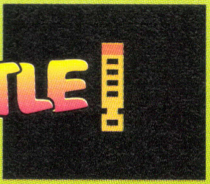


The Red Ring cuts all of Link's damage in half. Unfortunately, you can't find this item early in the game — you must wait until final labyrinth.

POWER BRACELET

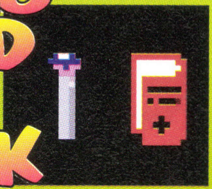
This item is hidden in the northwest Overworld, under a frozen warrior. Once you have it, pushing stones becomes easy.

WHISTLE



The Whistle opens up many new paths for Link. Once you've found it in level 5, try blowing it at a lake — one where a fairy doesn't live.

MAGIC WAND AND BOOK



The Magic Wand is found in Labyrinth 6, while the Magic Book is hidden in level 8. When used together, they produce a powerful magic attack.

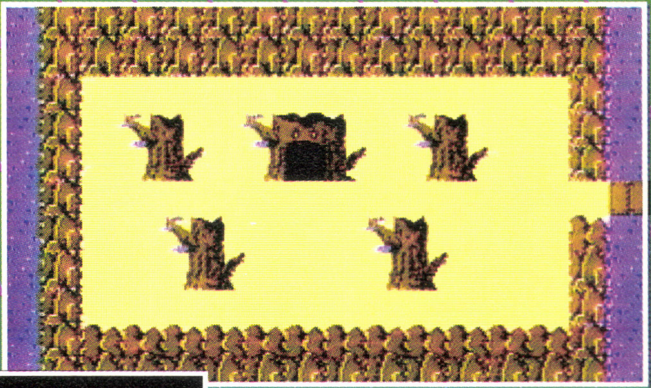
# of Zelda

Chris Slate

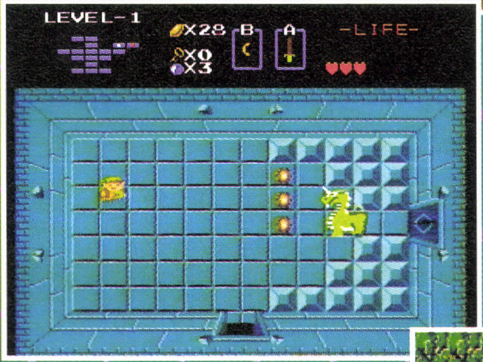
With technical advances in the 8-bit field and the introduction of the Super NES, you might find it surprising that one of the oldest NES games is still one of the most popular. *The Legend of Zelda* was released in July 1987, but many still regard it as one of the best Nintendo videogames.

We still get oodles of letters from our readers asking us questions about *Zelda*. No matter how many people have completed it, there are others who can't defeat Gleeok, who want to know where to find level 7, or who can't figure out which weapon to use against Gannon.

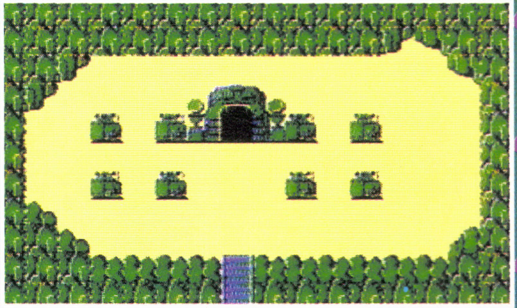
So by popular demand, we're taking another look at *Zelda* — our most thorough coverage of this great role-playing adventure. We're answering your most-asked questions, and hopefully pointing out a few things you may have not noticed before. And stay tuned: We're going to explore *Zelda III*, the Super NES quest, in an upcoming issue.



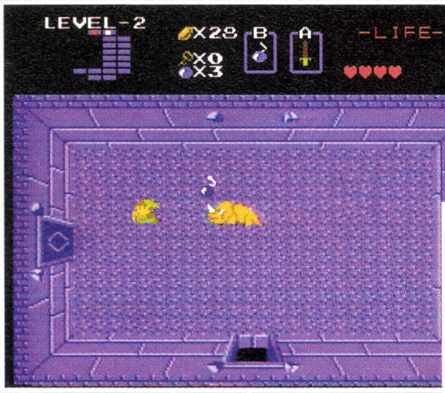
The entrance to the first labyrinth is easily found. From your starting point, go right one screen, up four, then cross the bridge.



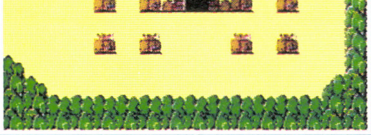
Aquamentus, a fire-breathing dragon, is the guardian of level 1. If you have full life, you can simply stand far to the left and stab at him with your sword. If not, use the bow and arrow.



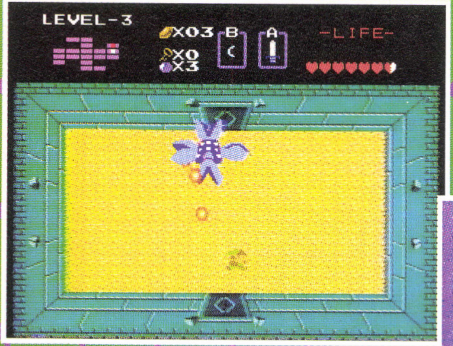
Level 2 is a little harder to find than level 1. From your starting point, go up one screen, right six, up two, and left one. Have you found the Note yet?



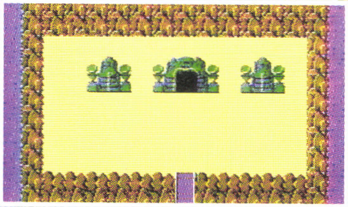
Dondongo is the boss of level 2. When you face him, you must have at least three bombs. Draw him toward you, then place a bomb in front of him. If you place your bombs carefully, he's easily defeated.



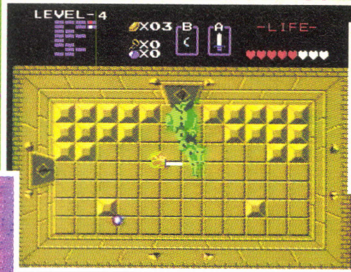
Labyrinth 3 is one screen up, four screens left, one down, and one screen to the right from your starting point. At this point, it's imperative to show the Note to the old lady.



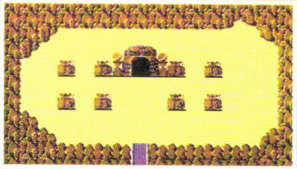
Guardian 3 is known as Manhandla. One well-placed bomb blast to his middle should knock him out.



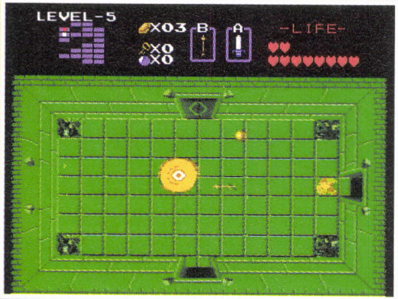
Level 4 is on an island one screen up, two screens left, and two screens up from your starting point. To get to the island, you must use the raft from labyrinth 3.



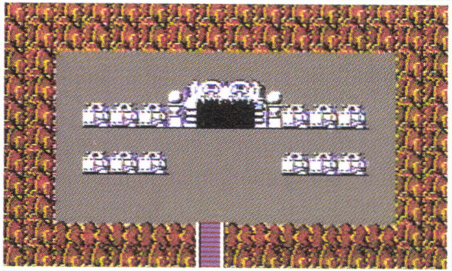
Gleeok the dragon waits for you at the end of level 4. Stand at the bottom and fire your sword or arrows at him. Don't forget to bring plenty of medicine to this encounter.



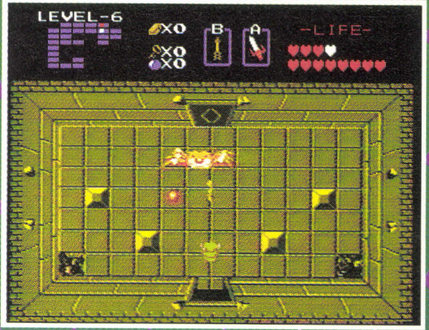
Level 5 is almost out of reach. From your starting point, go right one screen, up five, left one, up one, and right four. When you reach the Lost Hills, head upward. The hill scenery keeps repeating, but the labyrinth should appear on the sixth screen.



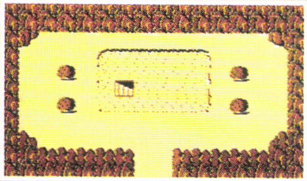
Digdogger is the fifth guardian. Play a tune for him on your whistle, then fire at him with your bow and arrow.



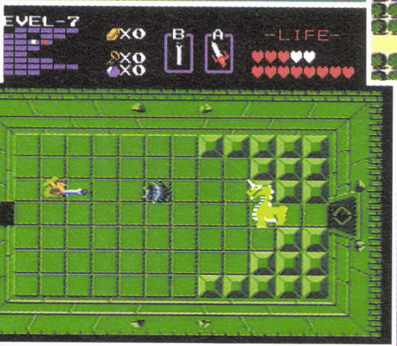
Labyrinth 6 is located near the graveyard. From your starting point go up one screen, left four, up one, left one, down one, left one, through the Lost forest, up three, right two, and up one.



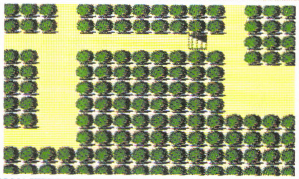
Gohma resides in level 6. You can't break through his hard shell, so wait until he opens an eye, then shoot him with an arrow.



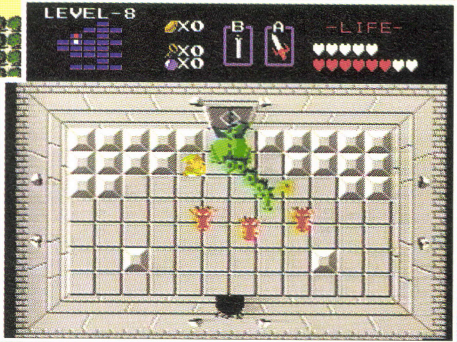
Level 7 is well hidden. First go to the lake where a fairy doesn't live — from your starting point, it's up one screen, left four, up one, and left one, and up once more. When you get there, blow your whistle to make a secret entrance appear.



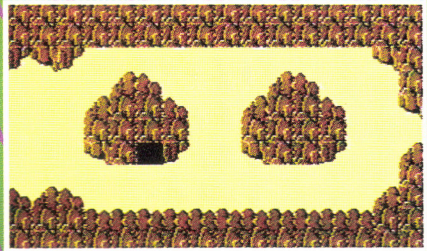
Aquamentus returns in level 7. Since you're armed with new weapons and have a larger number of life hearts, he should prove to be a most unworthy opponent.



The entrance to labyrinth 8 is hidden under a tree at a dead end. To get there, go up one screen, right four, up one, right two, and down one.



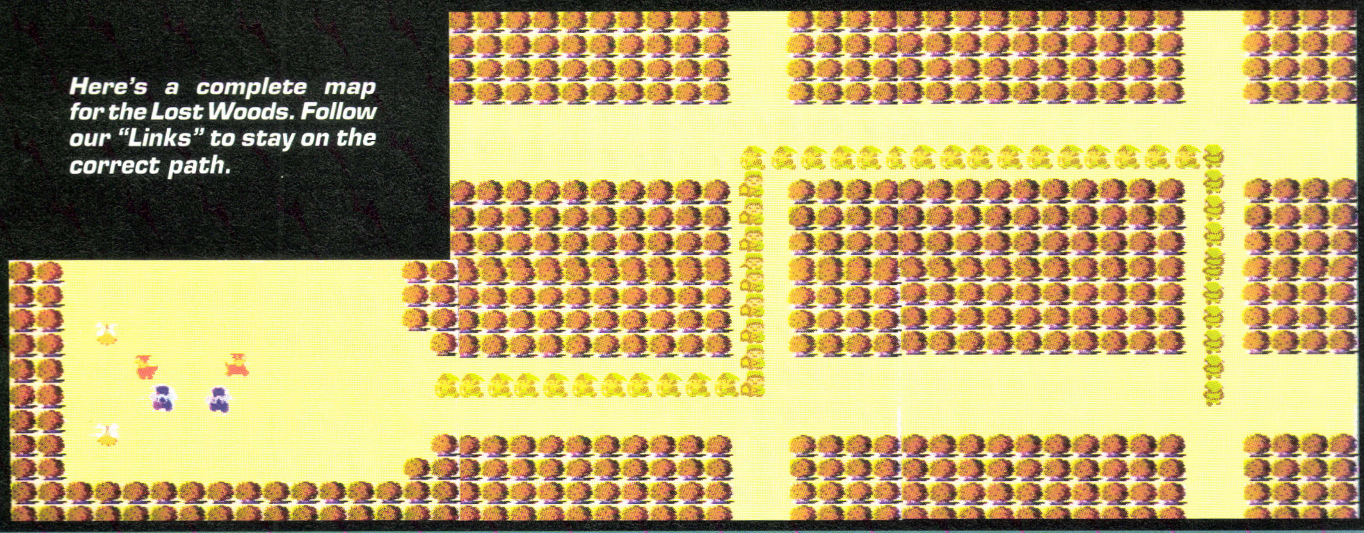
Gleeok's back for a rematch in level 8, but this time he has four heads — and when you cut one off, it chases you! Use the same strategy as before, and be sure to bring lots of medicine along with as much medicine as possible.



Level 9, the final labyrinth, is located one screen up, one right, up four, left one, up one, across the river (using your ladder), up one, and left two. When you reach the two rocks, blow a hole in the one on the left.

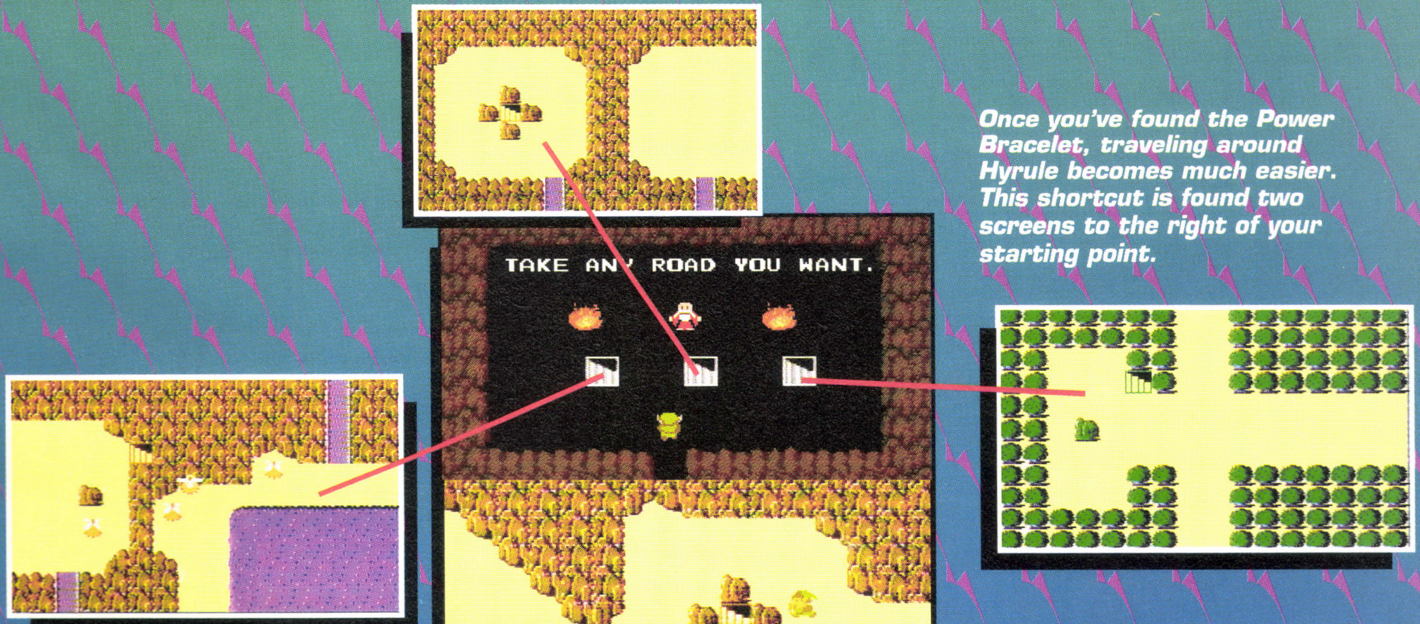
After a mind-bending journey through level 9, you finally come face-to-face with Gannon. Normal weapons can't hurt him, so use the Silver Arrow to end his tyranny.

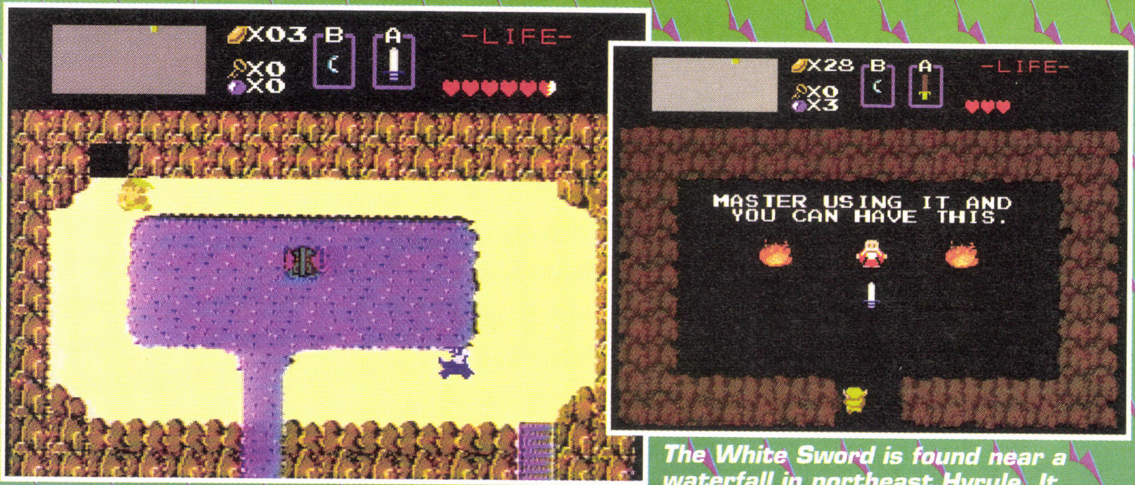
SUPER SECRETS



Here's a complete map for the Lost Woods. Follow our "Links" to stay on the correct path.

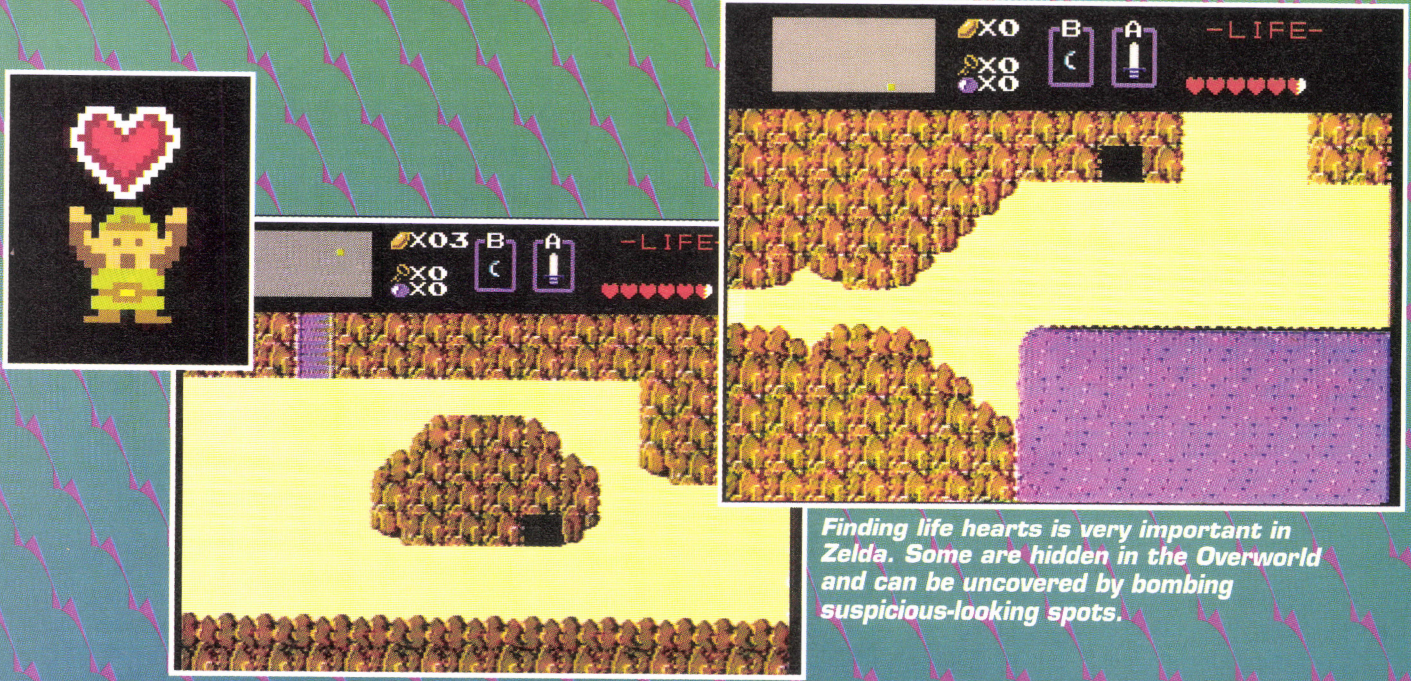
Once you've found the Power Bracelet, traveling around Hyrule becomes much easier. This shortcut is found two screens to the right of your starting point.



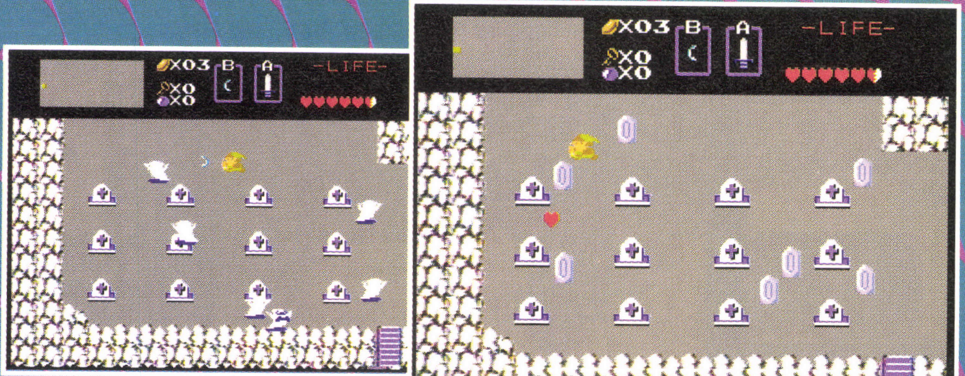

X03
B
A
-LIFE-
X0
X0
X28
B
A
-LIFE-
X0
X3

MASTER USING IT AND
YOU CAN HAVE THIS.

The White Sword is found near a waterfall in northeast Hyrule. It helps to obtain it early in your quest.

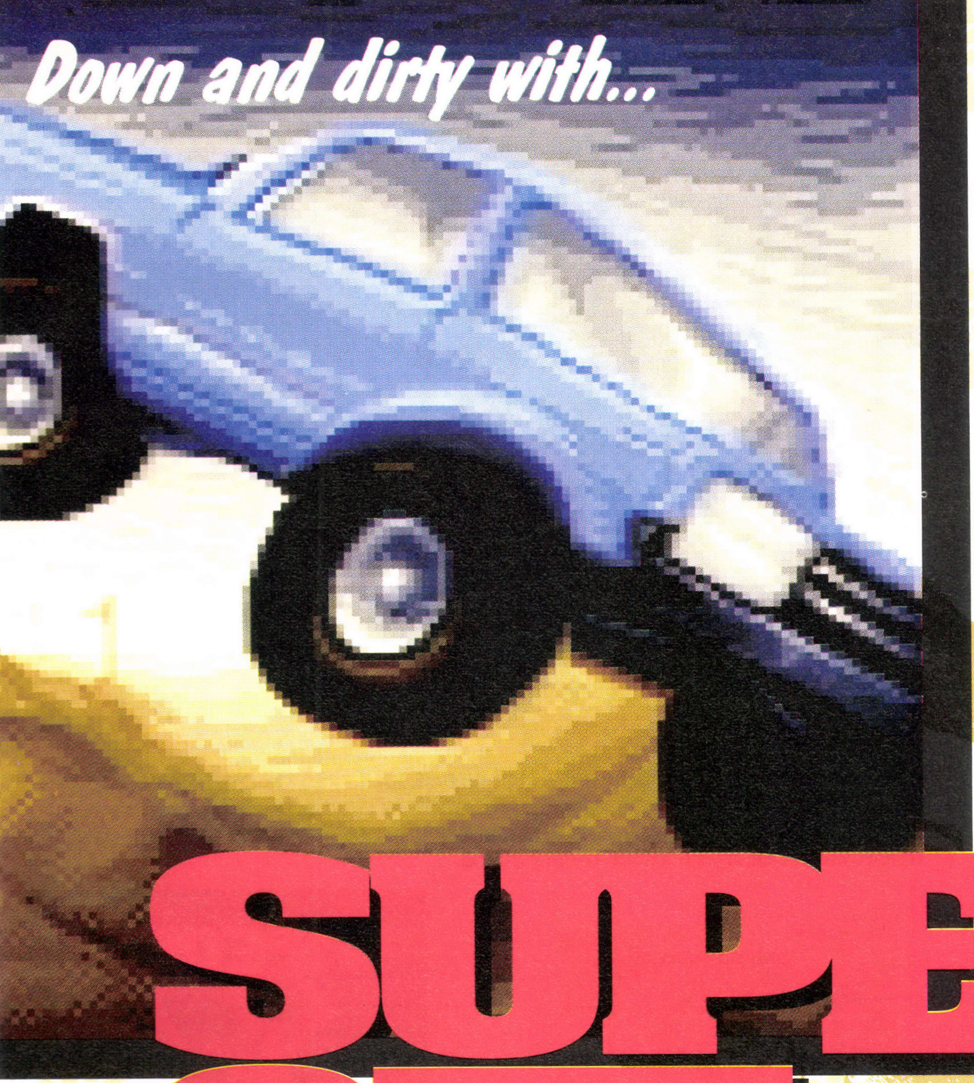

X0
B
A
-LIFE-
X0
X0
X03
B
A
-LIFE
X0
X0

Finding life hearts is very important in Zelda. Some are hidden in the Overworld and can be uncovered by bombing suspicious-looking spots.


X03
B
A
-LIFE-
X0
X0
X03
B
A
-LIFE-
X0
X0

To rack up cash quickly, go to the graveyard and bump against several tombstones. Once the screen is filled with ghosts, kill the first one (keep an eye on him so you don't lose him in the spirited crowd). Once the first ghost is dead, all the others turn into coins and extra energy!

GP



Down and dirty with...

SUPER OFF ROAD

Jeff Lundrigan

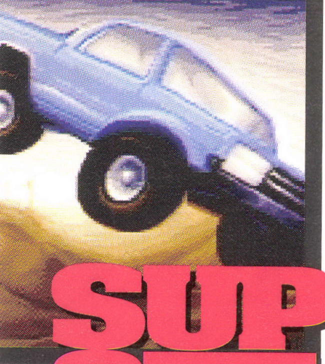
Welcome to the tough, competitive world of off-road four-wheelin'. No track is too curving, bumpy, or muddy to frighten away drivers willing to risk life and limb for a handful of prize money and a chance to race one more time.

That's what *the SNES Super Off Road* is really all about: staying in competition so you get a chance to race on the next track. The game itself never ends, it just goes on and on until you (and whomever you're playing with) decide to stop.

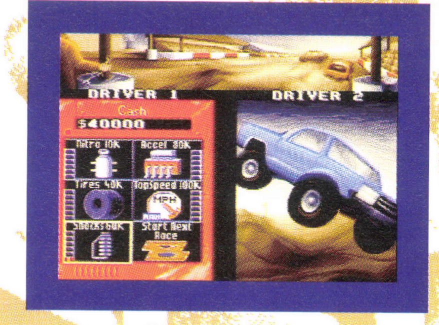
Fortunately, the game has enough variety to keep you interested for quite a while — there's a total of 64 variations on 16 different tracks. The computer-controlled drivers are extremely aggressive, but after a few times around the circuit, you'll start to know on which tracks you can earn the checkered flag, or at what point in a race it becomes obvious the best you can do is place second.

But whether you play against someone else (recommended for maximum enjoyment) or the computer, you're in for a tense, nitro-charged experience, highlighted by one of the heaviest soundtracks yet on a home-gaming system — you have to hear this one in stereo to appreciate it.

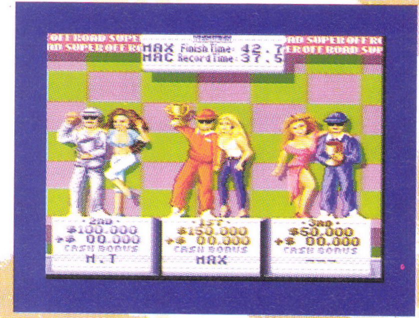
Tradewest; 2400 South Highway 75; P.O. Box 1796; Corsicana, TX 75110

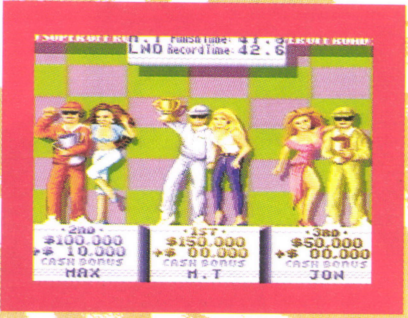


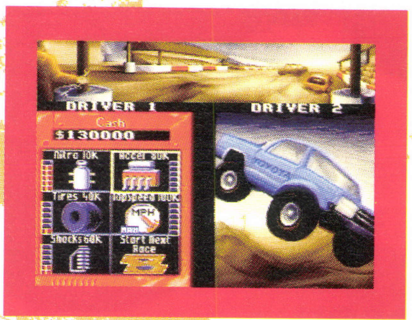
SUPER OFF ROAD


DRIVER 1
DRIVER 2
Cash
$40000
Nitro 10K
Accel 80K
Tires 40K
Topspeed 100K
Shocks 60K
Start Next Race

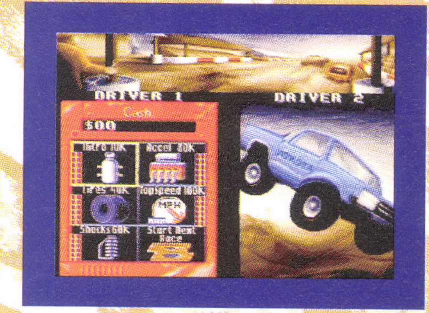
You start with a truck and $100,000. Save most of your money for a few nitros, but buy shock absorbers right away — they keep you on the road and give you a slight edge over the competition.


MAX Finish Time: 42.7
MAC Record Time: 37.5
2ND $100,000 +$ 00,000 CASH BONUS M.T
1ST $150,000 +$ 00,000 CASH BONUS MAX
3RD $50,000 +$ 00,000 CASH BONUS ---

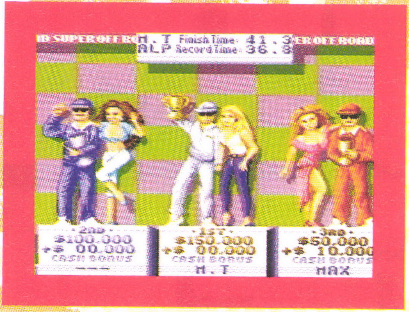

LND Record Time: 42.6
2ND $100,000 +$ 10,000 CASH BONUS MAX
1ST $150,000 +$ 00,000 CASH BONUS M.T
3RD $50,000 +$ 00,000 CASH BONUS JON


DRIVER 1
DRIVER 2
Cash
$130000
Nitro 10K
Accel 80K
Tires 40K
Topspeed 100K
Shocks 60K
Start Next Race

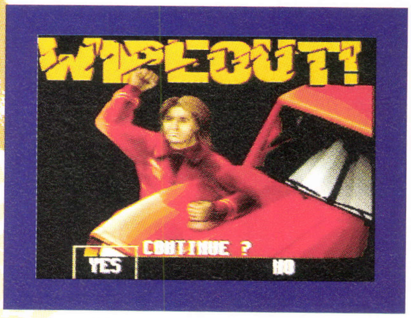
Second place isn't bad — it's not great, but it's not bad. If you're playing against the computer, concentrate on consistently placing second or first. Otherwise, you won't have enough money to upgrade your truck after every race.


DRIVER 1
DRIVER 2
Cash
$00
Nitro 10K
Accel 80K
Tires 40K
Topspeed 100K
Shocks 60K
Start Next Race

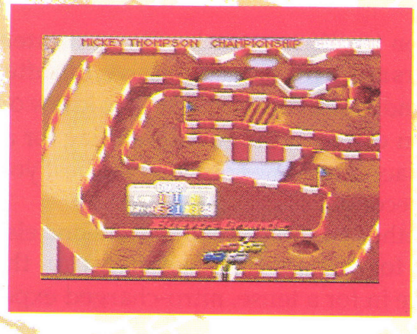
Of course, first place ain't so bad, either. After a few races your truck starts to look pretty good, and you can stomp the other drivers. Once your truck is topped out, only your own mistakes can keep you from the finish line.


M.T Finish Time: 41.3
ALP Record Time: 36.8
2ND $100,000 +$ 00,000 CASH BONUS ---
1ST $150,000 +$ 00,000 CASH BONUS M.T
3RD $50,000 +$ 10,000 CASH BONUS MAX

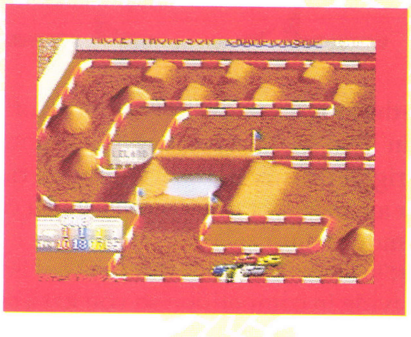
You can't afford to get behind in a two-player game because smaller prizes aren't sufficient to buy upgrades. If you're consistently placing third, think in the long term and upgrade every *other* race.


WIPEOUT!
CONTINUE ?
YES
NO

A fourth place finish means you're out of the race. If you decide to continue, you must drop two levels in every upgrade category — making a comeback a real challenge.

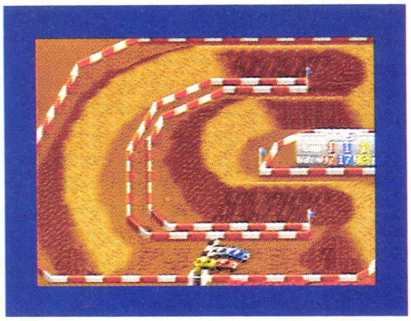

MICKEY THOMPSON CHAMPIONSHIP
Huevos Grande

HUEVOS GRANDE: The name means "big eggs" in Spanish. Go figure. Watch out for the water along the top straightaway — it's easy to get caught and stopped in the zigzagging walls.

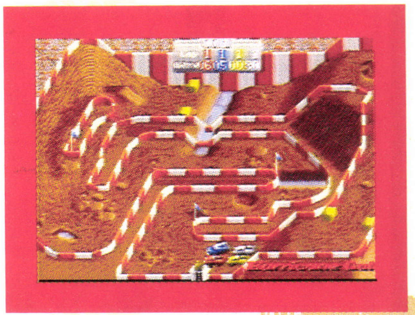

MICKEY THOMPSON CHAMPIONSHIP

BIG DUKES: The pit in the center of the track gives new meaning to the word *hazard*. Avoid it by driving along the banks — and watch out for cross traffic.

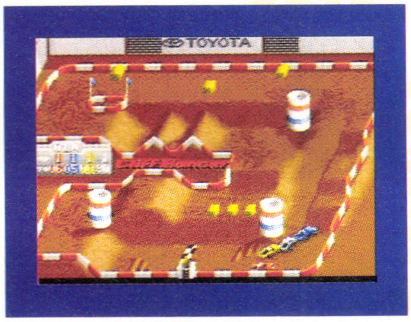
SUPER OFF ROAD



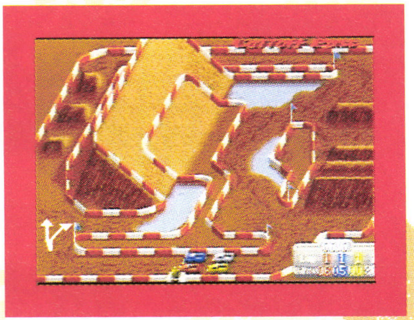
REDOUBT ABOUT: This is a relatively easy track to win. Stick to the inside on the left curve, and take the beeline path straight over the humps when moving down the right.



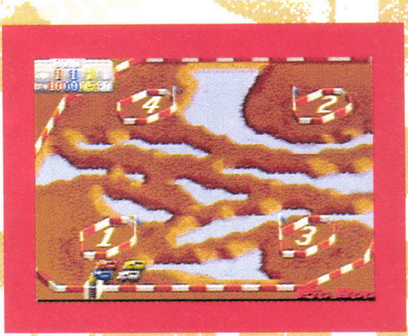
HURRICANE GULCH: If you don't use a nitro right out of the starting gate, you're going to get squeezed out in the narrow section in the middle of the track. The shortcut along the left side works only if your tires are good enough to handle the tight turn.



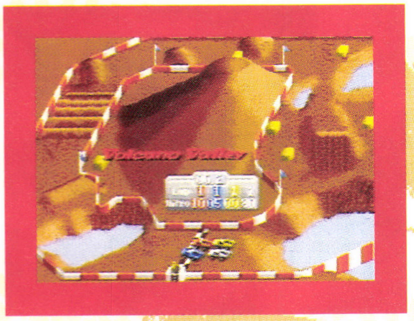
CLIFF HANGER: This track requires pure driving skill. Computer-controlled cars can't handle the turns, making it easy to pull ahead on the inside. Just don't make *too* tight a turn and circle a barrel.



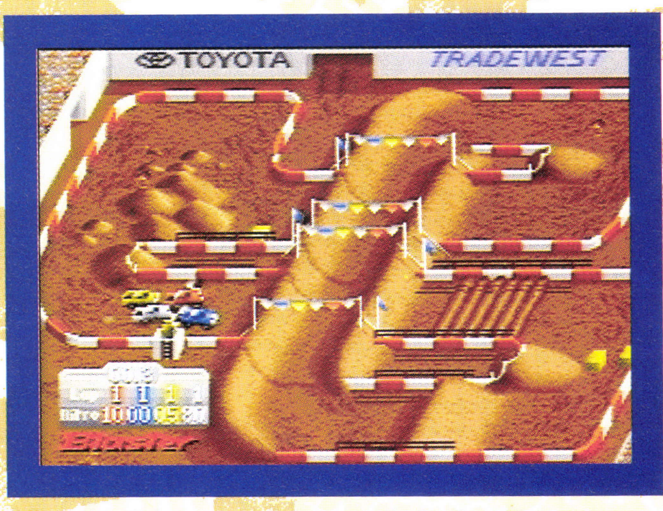
CUTOFF PASS: When driven clockwise as shown, this track is easy, and the cutoff makes a great shortcut. Counter-clockwise, the final curve becomes a nightmare, and it's easy to turn into the cutoff and go the wrong way.



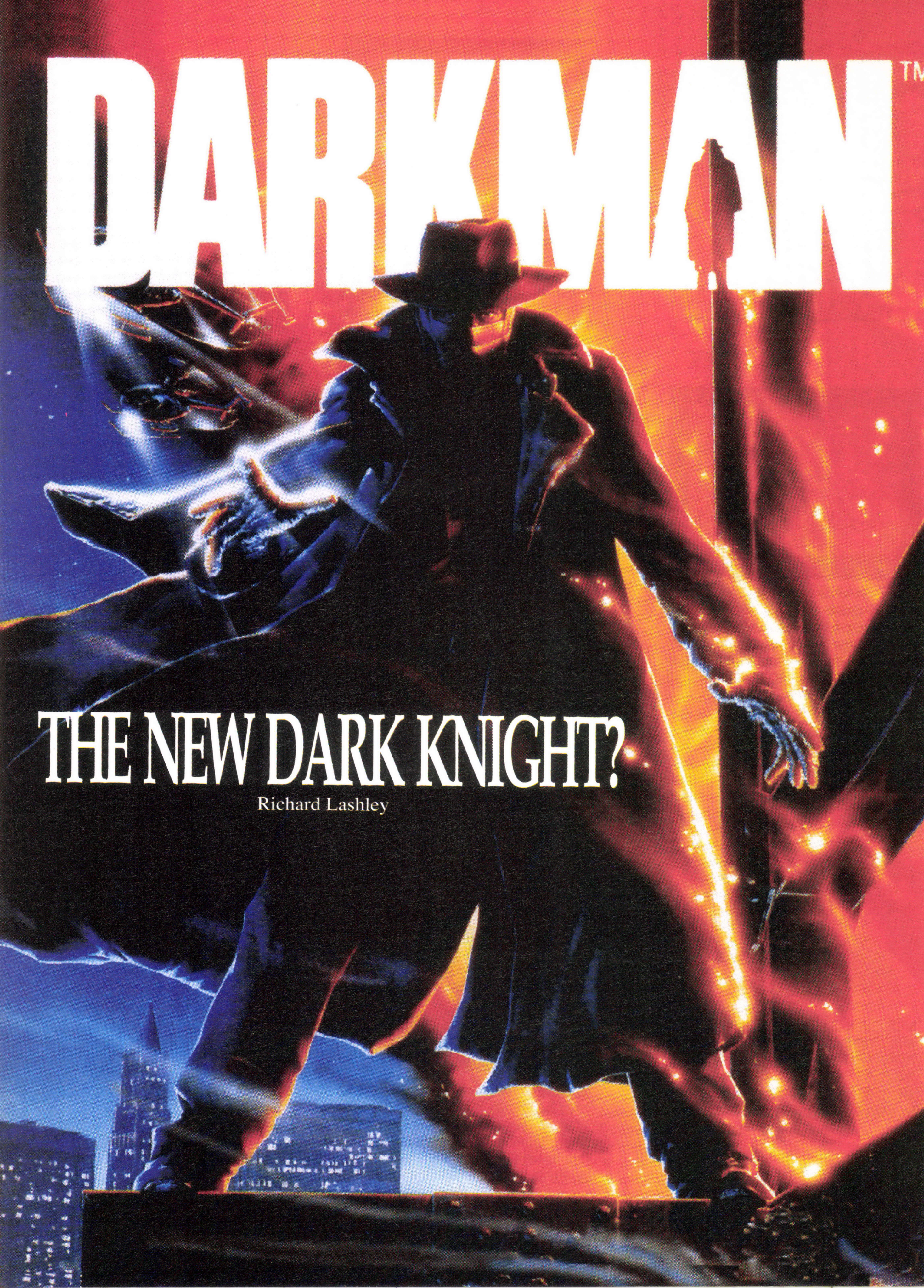
PIG BOG: As long as you keep your head, this track isn't too tough. Nitros are no help except during the flat stretches around a turn, but if you can pull ahead, it's a good track for grabbing up any bonus items that appear.



VOLCANO VALLEY: The only real sticking point on this track is that notch to the right of the first water hazard — take the turn too sharply, and you'll get hung up in there *but good.*



BLASTER: This is one of the most challenging races — one bad bump can put you completely off the track! Watch every turn, and be especially wary of cars coming from the other direction when you approach the intersection. Your opponents have a habit of getting in the way.



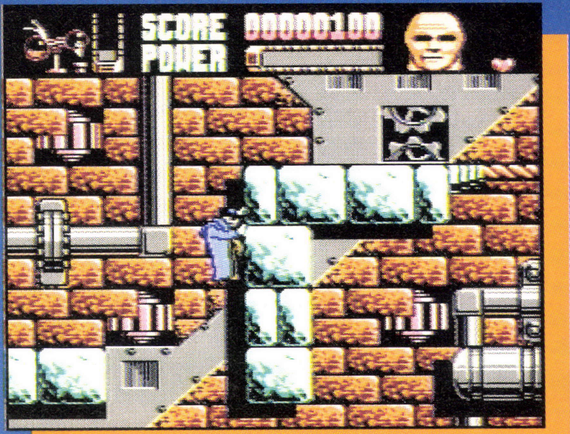
THE NEW DARK KNIGHT?

Richard Lashley

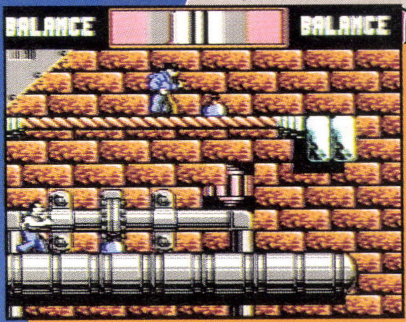
There's a new hero on the horizon — one who literally rose from the ashes of destruction.

Dr. Peyton Westlake was almost killed when his laboratory was bombed to destroy some incriminating documents. Westlake is horribly scarred, but he's able to recreate his experiments on artificial skin in his new lab, hidden within a demolished building. Soon he has a scientific breakthrough, and before long he can form fabricated faces and slip them on over his own burnt face. Now, vengeance will be his!

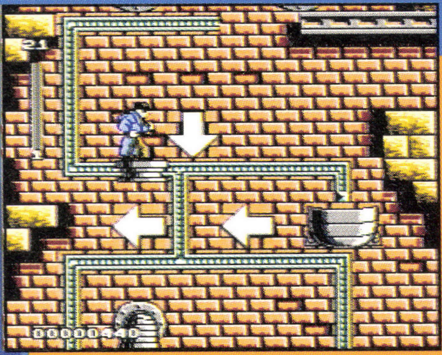
Based on the 1990 movie, *Darkman* sends you, as Westlake, on a hunt to destroy Durant and his gang, the men that ripped apart your life. In 11 stages modeled after scenes in the movie, you jump through a complex series of plat-



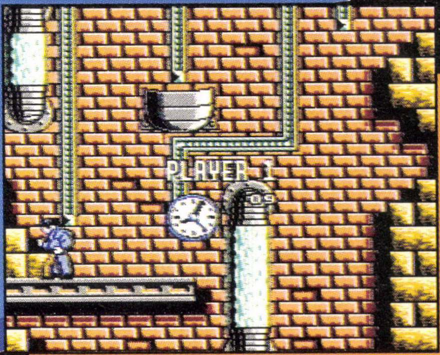
You can climb the rough brick walls in the warehouse.



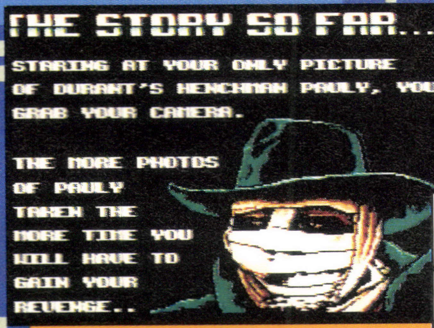
Toggle between the A and B buttons to keep your balance on this stage 1-1 tightrope.



It takes practice to maneuver over these controllable gravity platforms. Anticipate where you need to go and use the directional pad of your controller *before* you arrive at the desired path.



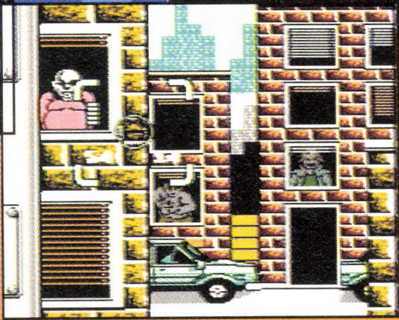
The quicker you complete a level, the more bottles of chemicals you can collect to replenish your power bar.



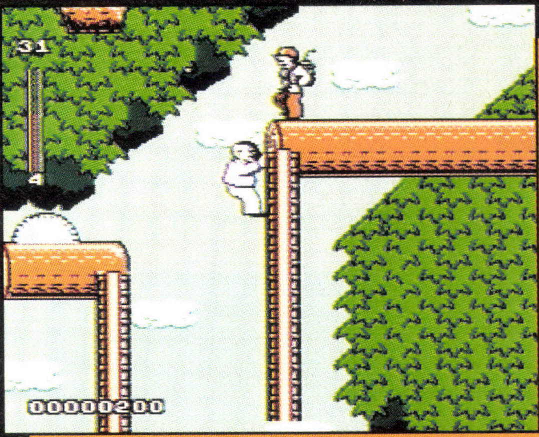
THE STORY SO FAR...

STARING AT YOUR ONLY PICTURE OF DURANT'S HENCHMAN PAULY, YOU GRAB YOUR CAMERA.

THE MORE PHOTOS OF PAULY TAKEN THE MORE TIME YOU WILL HAVE TO GAIN YOUR REVENGE..



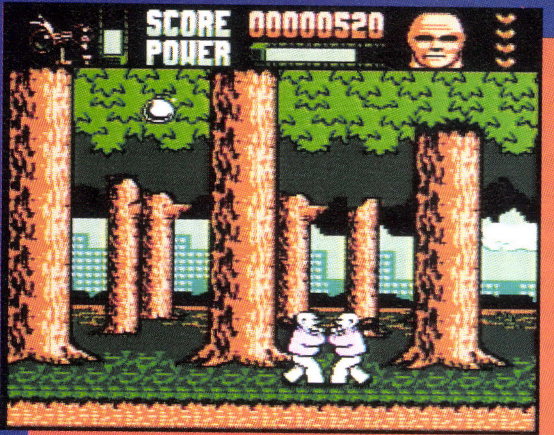
Between stages, you must take pictures of your next victim so you can make a mask of his face. Snap a few shots of Pauly before you enter stage 2, Central Park.



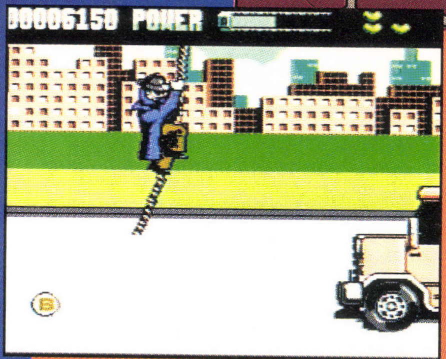
Central Park, with its buzzsaws and commandos, is a test of your agility. Look before you leap is the watchword as you jump from platform to platform.

forms patrolled by Durant's thugs. Each stage has a main villain that you must photograph so you can form a mask and assume his identity. The mask is graded (poor, good, or excellent) according to the number of pictures you snapped. The quality of the mask also determines the amount of time you have to complete the next stage.

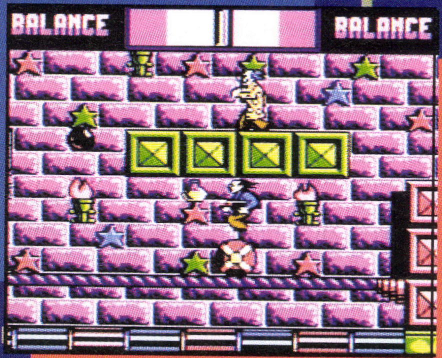
In your disguise, you look exactly like the boss you've photographed — which makes for an interesting confrontation at the end of each level when the boss seems to be face-to-face with *himself*! You also assume whatever weapon that boss uses, so, for example, you use clubs



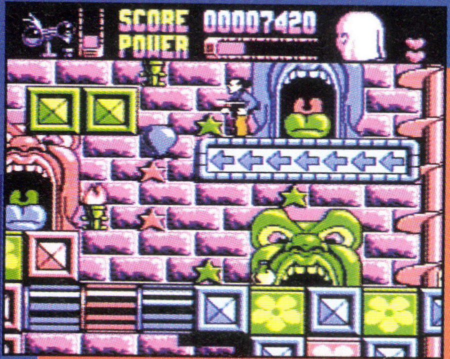
You've survived encounters with park thugs, and now you're face-to-face with Pauly. He's easy to beat — just whack him with your club.



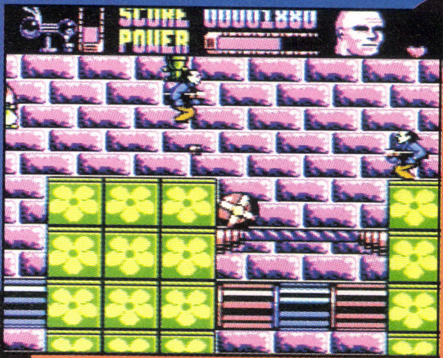
In the two helicopter stages, it helps to have full power before you swing through the busy streets because you can stay at the top of the rope. If your power is low, however, and you need power-ups, you risk being shredded by a truck.



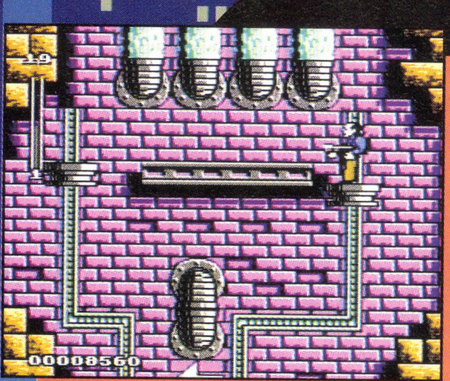
Before you enter stage 6, snap a few shots of Skip, one of Durant's hit men. Chase him into the funhouse, but watch out for malicious, bowling-ball-throwing clowns. Ride the ball underneath this clown's attack.



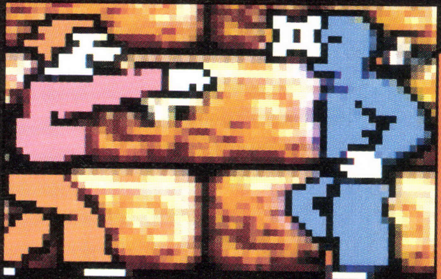
To move forward on these platforms, you must push your controller in the direction *opposite* of the indicating arrows.



Jump over Skip's shots and blast him with your rifle.



Hop on the platform to the right to make it through this section of the gravity-platform maze in stage 6-3.

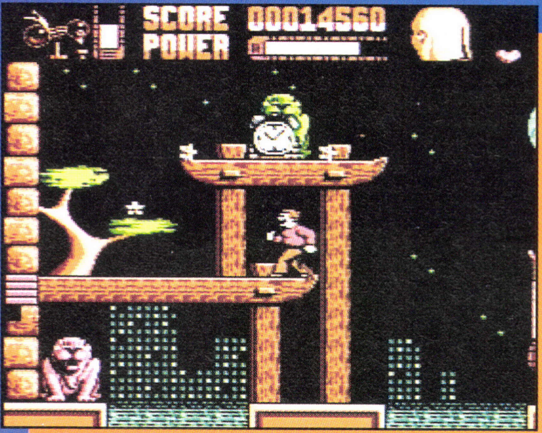


In stage 8, you chase Smiley through the streets of Chinatown. Besides possessing an array of martial-arts moves, you can pick up throwing starts to sling at Durant's ninjas. Just one hit kills.

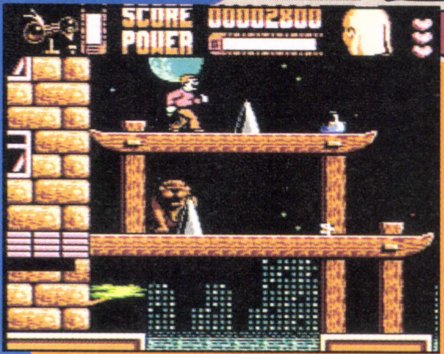
against the thug in Central Park, martial arts and shuriken against the boss of Chinatown.

The game's action is illustrated with unusually large characters, surrounded by colorful, eye-catching scenery. The character control is a bit touchy, especially when you're jumping, but with a little practice, you'll have everything — including Durant — well in hand.

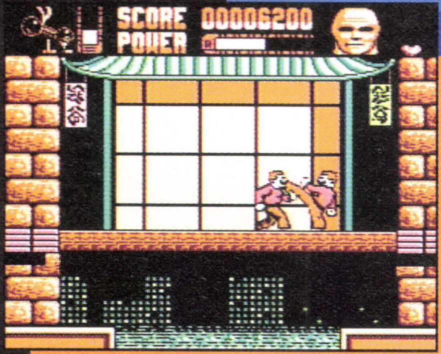
Whether you saw the movie or not, the NES version of *Darkman* should make you a fan of this mysterious vigilante.



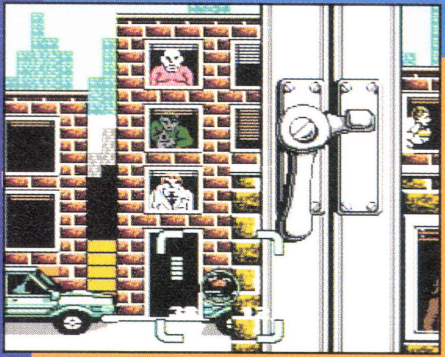
Chinatown is ticking with lethal time bombs. If you don't find all of them before the final sweep of the second hand, the entire area will be flattened.



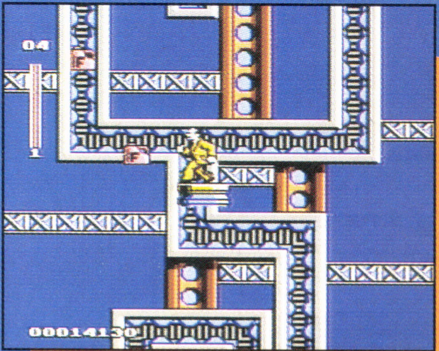
Be ready to dodge the spikes that occasionally poke through the wooden platforms at the entrance to stage 8-3.



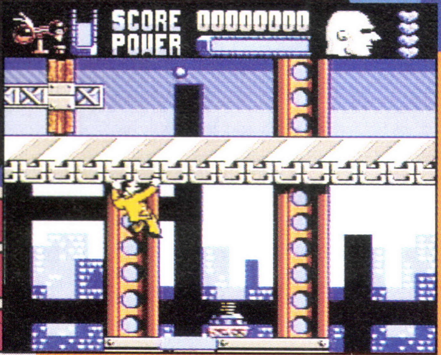
If you don't attack Smiley as soon as he enters the screen at the end of stage 8, he gets the first kick. It's smart to save a few shuriken for this brawl.



Hit the streets in stage 10 and take a few pictures of the head mobster himself, Durant.

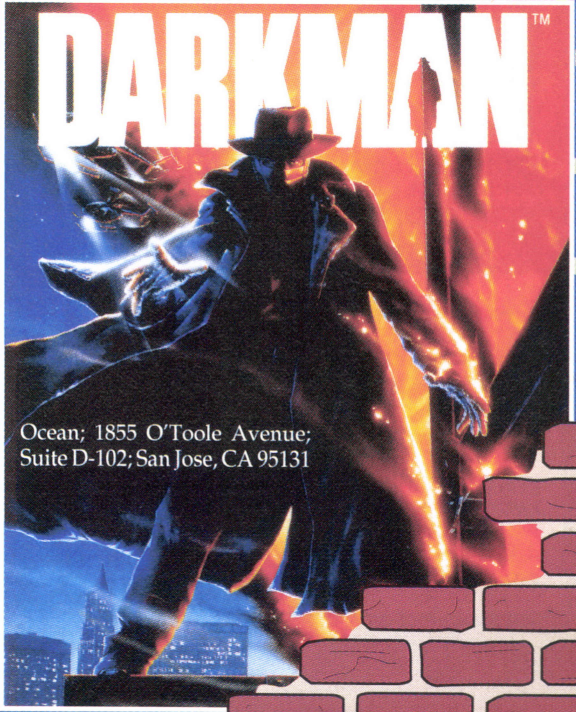


In stage 11, the gravity platforms push you along these girders at incredible speeds. Don't be surprised if you don't survive this section the first few times you try. Choose a path with a lot of red fuel cans — you certainly don't want your platform to stop on you.



Climb past these rivet-spitting guns to reach Durant — he's perched on top of this half-built skyscraper. Wait for the rivet gun to fire, then quickly climb over it before the rivet whaps you on the head.

GP



Ocean; 1855 O'Toole Avenue;
Suite D-102; San Jose, CA 95131

KOOKY KLAN STARS IN

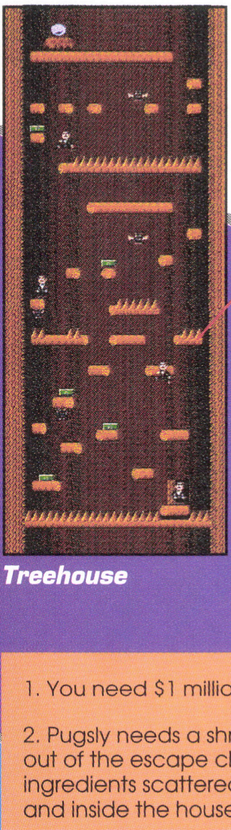
The Addams Family

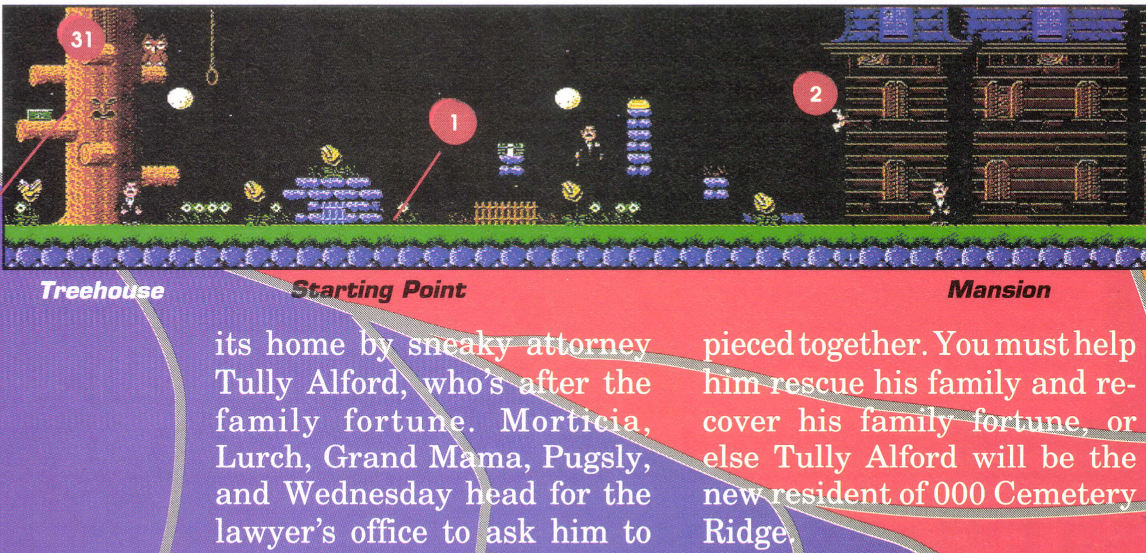
Vince Matthews

It's been more than 50 years since cartoonist Charles Addams began drawing a strange family for *The New Yorker* magazine. It was the mid-sixties before the family got names for its debut in a TV sitcom. The 1991 Paramount picture revisited the ooky folks, and now you can pay a call on The Addams Family whenever you wish — Ocean has developed an NES videogame starring Gomez, Morticia, Pugsly, Wednesday, Thing, and the rest.

In *The Addams Family*, the brood has been evicted from its home by sneaky attorney Tully Alford, who's after the family fortune. Morticia, Lurch, Grand Mama, Pugsly, and Wednesday head for the lawyer's office to ask him to reconsider their eviction, but the family members never return.

As Gomez hunts for the missing characters, he gives you the grand tour of the Addams family homestead — a museum-like mansion that's full of secret rooms and mysterious puzzles that must be pieced together. You must help him rescue his family and recover his family fortune, or else Tully Alford will be the new resident of 000 Cemetery Ridge.


Treehouse

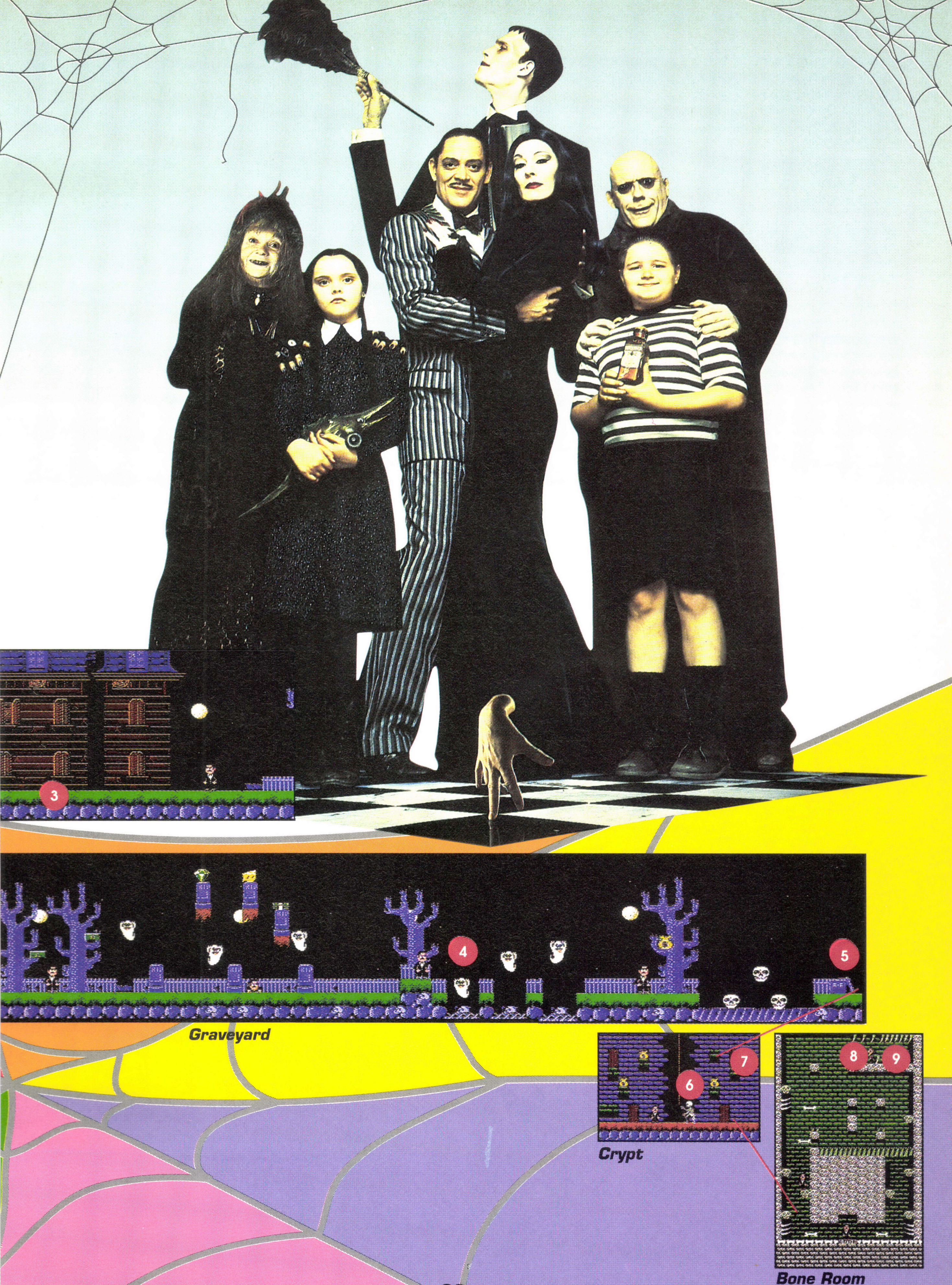


Treehouse

Starting Point

Mansion

1. You need $1 million to save Morticia.
2. Pugsly needs a shrinking potion to get out of the escape chute. Look for the ingredients scattered around the grounds and inside the house.
3. While outside, make sure you duck to avoid the balls thrown from windows.
4. Visit the crypt to the right of the grounds.
5. The crypt not only holds the wandering remains of Addams members past, but it also hides the key to the front door — and a ton of money.
6. Jump on top of this ancestor to get the front-door key.
7. Once you've gotten the key, head back to the house. But first collect money from every room in the crypt.
8. The bone hidden at the top of the crypt is a potion ingredient you need to free Pugsly.
9. Carefully move forward to trigger the falling spikes, so you can grab the bone without injury.



Graveyard

Crypt

Bone Room

10. Tully has traps all over the house — even the chandelier in the main hall is rigged to come crashing down when you open the door. Move to the left, out of harm's way.

11. Begin your search in the kitchen, where you can rescue two loved ones.

12. After you've saved Grandma and Wednesday, climb the furnace pipes to get the bucket.

13. Work your way to the far right of the freezer to rescue Wednesday. It's not easy — the ice is slippery, and penguins and snowballs block your way. Don't forget the money and jewels.

14. Position yourself below each crack, then jump into it as snowballs roll by.

15. The Addams are naturally cold-blooded, but Wednesday still needs thawing out.

16. Time your jumps so you can land on ice as it resurfaces.

17. Here's an extra life.

18. When you take Wednesday to the furnace to thaw, she gives you the key to the attic. Look for Grandma in the furnace as well.

19. Jump on the shelf next to the chandelier, then jump over the monster as he walks under the chandelier so it falls on his head. Now you've got a clear path into the conservatory.

20. Don't dawdle in the conservatory. You can't destroy the plants, so just try to avoid them. Grab the umbrella, then go to the landing.

21. The landing contains a secret room you can enter by pressing Up on your controller and jumping in front of the mirror.

22. Collect all the money here and in the landing.

23. Thing is in the master bedroom. Jump up to the top shelf, then use the bed as a springboard to reach him.

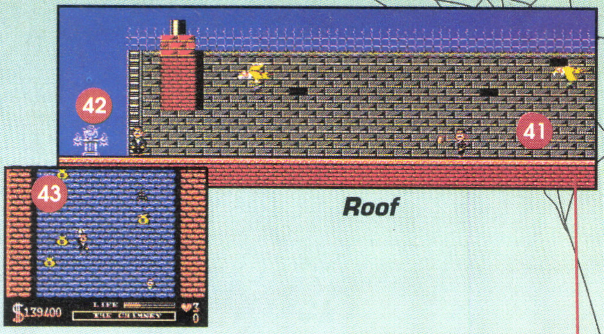
24. Thing gives you limited invincibility. Save it for later use.

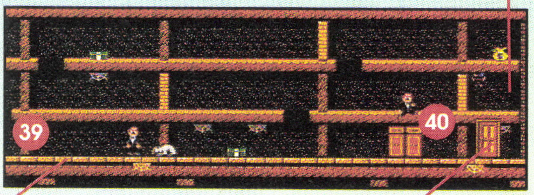
25. When it rains, it pours — money and spiders. Collect the cash while avoiding the spiders.

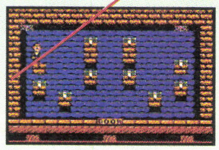
26. There's a snorkel in the upper left you can reach if you use the jacks-in-the-box. Jump on the toys only when they're smiling.

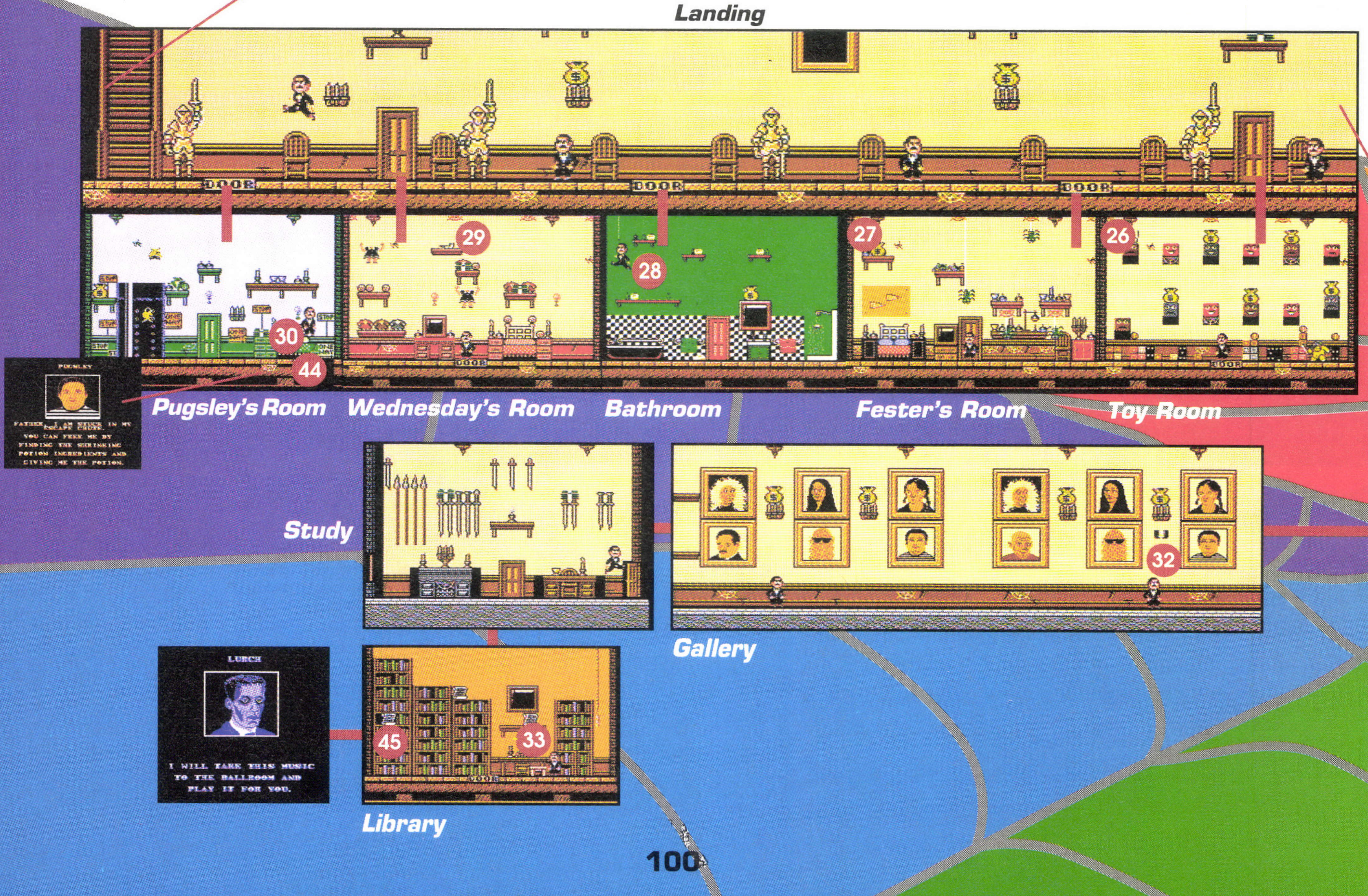
27. Grab the moneybag here, then continue to the other rooms.

28. Jump to the top of the screen and pull the rope in the left corner to turn on the shower. Now fill the bucket you found in the kitchen.









PUGSLEY

FATHER, I AM STUCK IN MY ESCAPE CHUTE.
YOU CAN FREE ME BY FINDING THE SHRINKING POTION INGREDIENTS AND GIVING ME THE POTION.

LURCH

I WILL TAKE THIS MUSIC TO THE BALLROOM AND PLAY IT FOR YOU.

29. The key to the treehouse is in this room. Collect it and the money.

30. Grab the money in Pugsley's room, then drop down the hole to the right.

31. While outside of the house, go to the treehouse and collect another potion ingredient, the bird egg. (See map P. 46)

32. Trap the bear rug with the snare found just above you when you enter the room. Jump up to trigger it.

33. Move the stool under the musical piece on the right, grab it, then ring the bell. Lurch comes and takes the script from you.

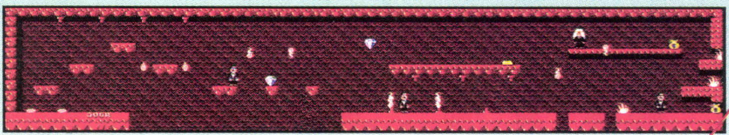
34. As you enter the ballroom, Lurch is playing the organ. This causes the monsters to dance, and you're able to enter the glass door.

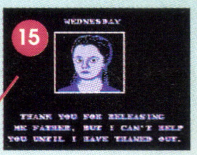
35. Collect the money in the woods while advancing to the left.

36. Use the frog to get the extra bags of money on the other side of the pond.

37. There's a wrench in the pond that Grandma can use to repair the fog machine — giving you the last potion ingredient.

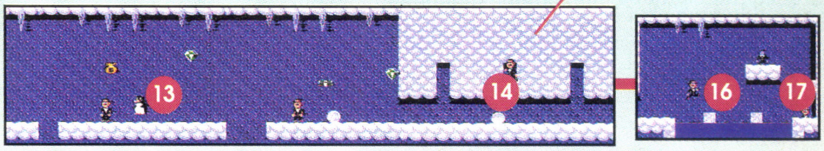
38. There's a secret room to the far right of the pond. Keep swimming to avoid the jellyfish — *don't* use Thing yet.


Furnace

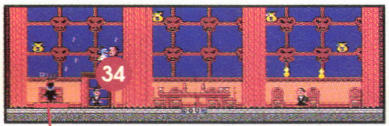


WEDNESDAY

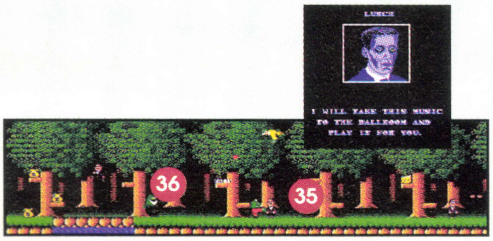
THANK YOU FOR RELEASING
MY FATHER, BUT I CAN'T HELP
YOU UNTIL I HAVE THAWED OUT.



Ice Box



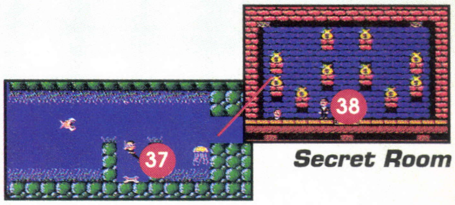
Ballroom



LURCH

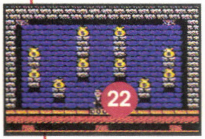
I WILL TAKE THIS MUSIC
TO THE BALLROOM AND
PLAY IT FOR YOU.

Woods

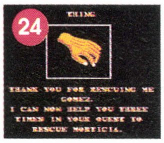


Pond

Secret Room

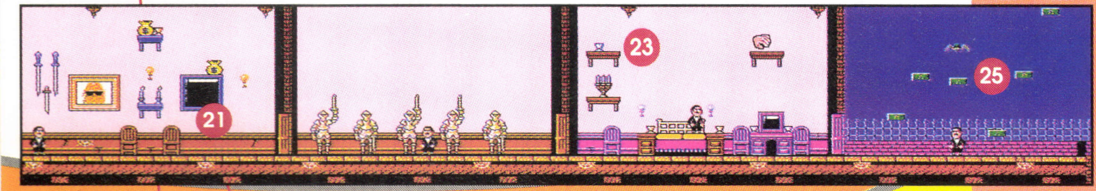


Secret Room



THING

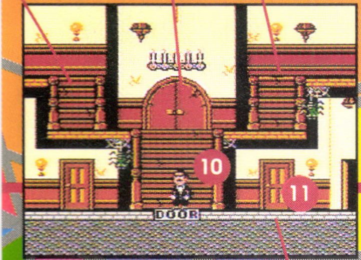
THANK YOU FOR RESCUING ME
GOMEZ.
I CAN NOW HELP YOU THREE
TIMES IN YOUR QUEST TO
RESCUE MORTICIA.



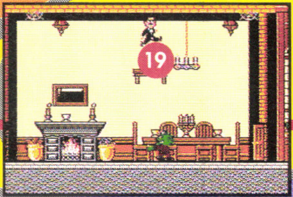
Landing

Master Bedroom

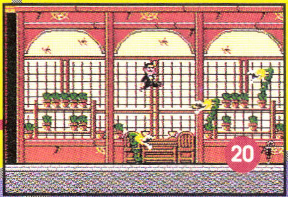
Balcony



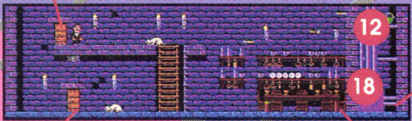
Main Entrance



Dining Room

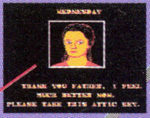


Conservatory



Icebox Entrance

Kitchen


WEDNESDAY

THANK YOU FATHER. I FEEL
MUCH BETTER NOW.
PLEASE TAKE THIS ATTIC KEY.

Furnace Entrance

39. After you've collected everything from the pond, go back into the house and go to the attic. Collect the money there and continue to the right.

40. To enter a secret room, jump on top of this cabinet and press B on your controller.

41. Go left, watch for falling bricks, and use Thing if you need to.

42. The fog machine is on the edge of the rooftop. Collect a piece of fog, then climb the ladder to the chimney.

43. As you're falling, collect money and an extra life.

44. Now that you have the potion ingredients, go to Pugsley's room and drop down the hole to the right to free him. He helps you later.

45. Return to the library for the musical piece on the left. Summon Lurch again to give him the music. There's still adventure ahead — and you still have Morticia to rescue.

Ocean; 1855 O'Toole Avenue;

Dragon Warrior III

JEFF LUNDRIGAN

The *Dragon Warrior* games are among the most popular NES titles, and are arguably the best role-playing videogames available. The latest chapter is a "prequel" to the first two, taking place hundreds of years before *Dragon Warrior.* It tells the story of Erdrick the Great, son of the hero Ortega and father to a long line of adventurers.

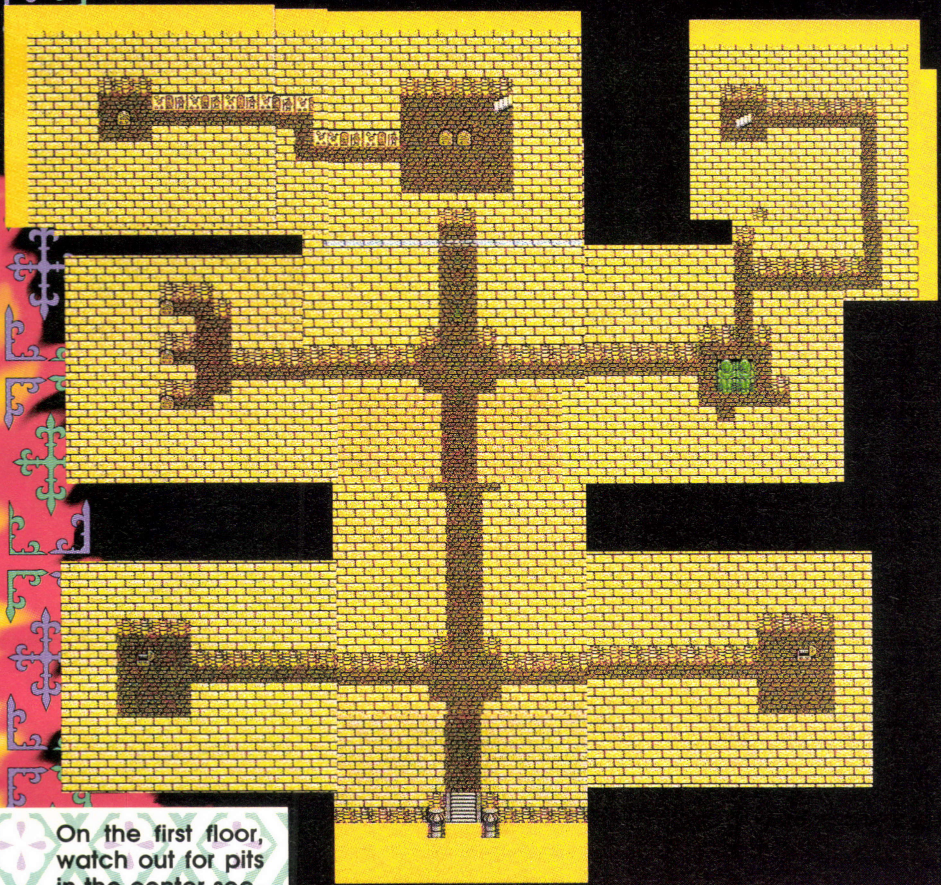
Here is a guide to the early sections of *Dragon Warrior III*, the difficult areas in the Overworld (watch for maps to the Underworld in an upcoming issue!). Your adventure begins in the castle town of Aliahan, where the king sends you out to rid the land of the evil Archfiend Baramos.

Since the continent isn't very big, you can quickly find your way around and discover ways to travel elsewhere. Once you've reached the castle town of Romaly, travel north to discover the villages of Kanave, Noaniels, and the hidden Village of the Elves. Recover the Golden Crown, then travel southwest from Romaly to Assaram, then west from Assaram to the great desert.

The Pyramid

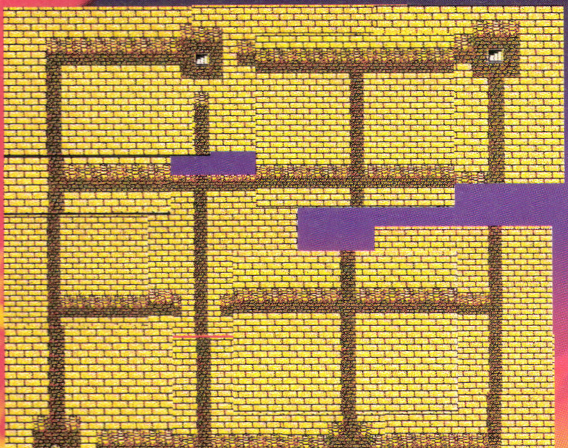
The Shrine of the Swamp is located in the southern reaches of the desert. The castle town of Isis is west of the shrine, hidden in an oasis. If you visit the pyramid to the north, you can find the magic key and other treasures — but the loot is guarded by hordes of powerful long-dead mummies and not-so-dead mummy men.

The pyramid is the most dangerous place you've yet visited. Mummy men have around 30 hit points, mummies have around 40, and there are *lots* of both. Worse, the pyramid is filled with pits that lead to the basement, where spells don't work!

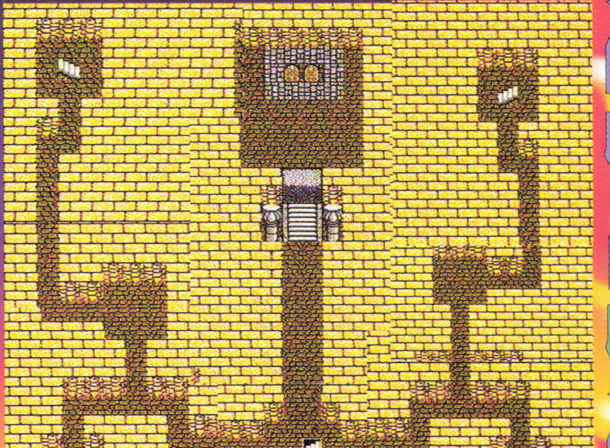


On the first floor, watch out for pits in the center sections of the two main intersections.

SECOND FLOOR



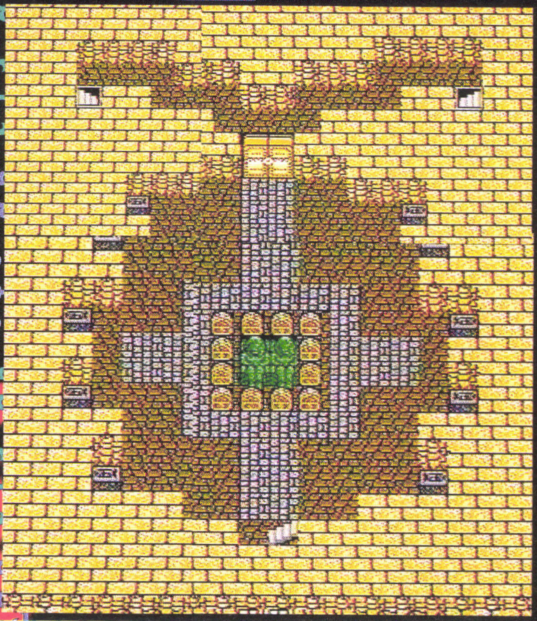
THIRD FLOOR



When you're on the third floor, remember the song that the children in the palace sang. The door opens when you push the button to the far right, then the one to the far left.

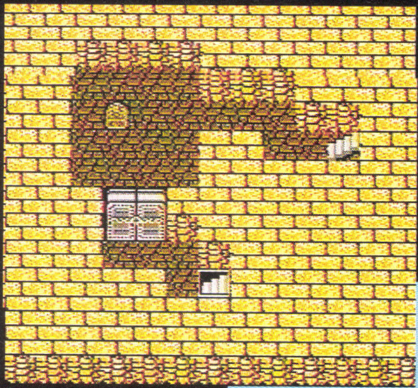
Enix; 2679 151st Place NE; Redmond, WA 98052

FOURTH FLOOR

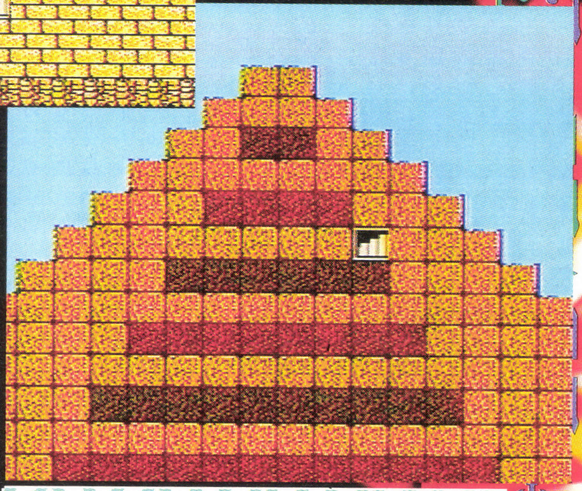


Every single chest in this fourth-floor treasure trove is guarded by mummies — don't open the chests unless you're ready for a fight.

FIFTH FLOOR

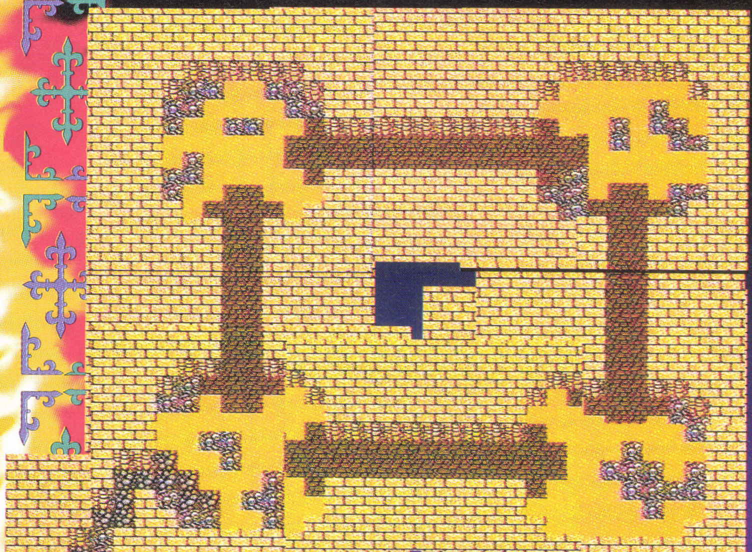


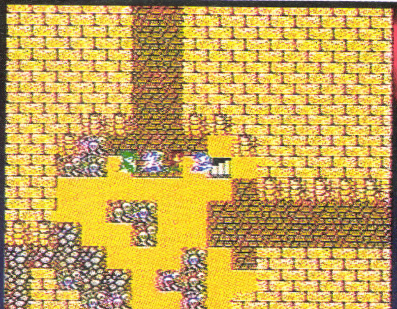
SIXTH FLOOR



Once you reach the roof, there's no place to go but down. Walk off the edge and you can reach the bottom without having to fight your way out.

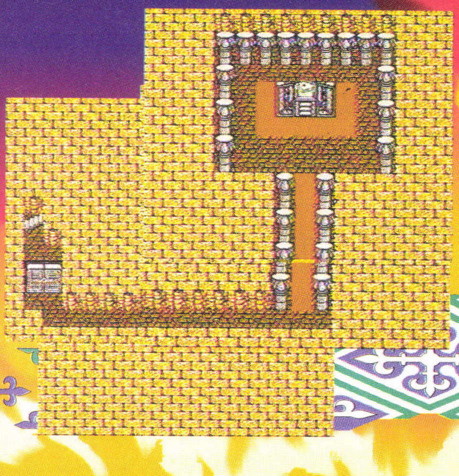
FIRST BASEMENT





You can uncover the stairs down to the second basement if you search this exact spot in the southwest intersection.

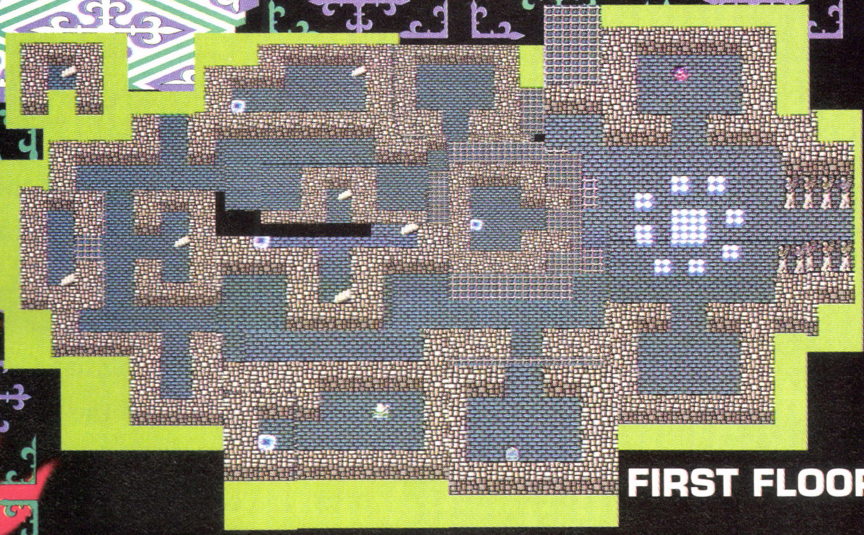
SECOND BASEMENT

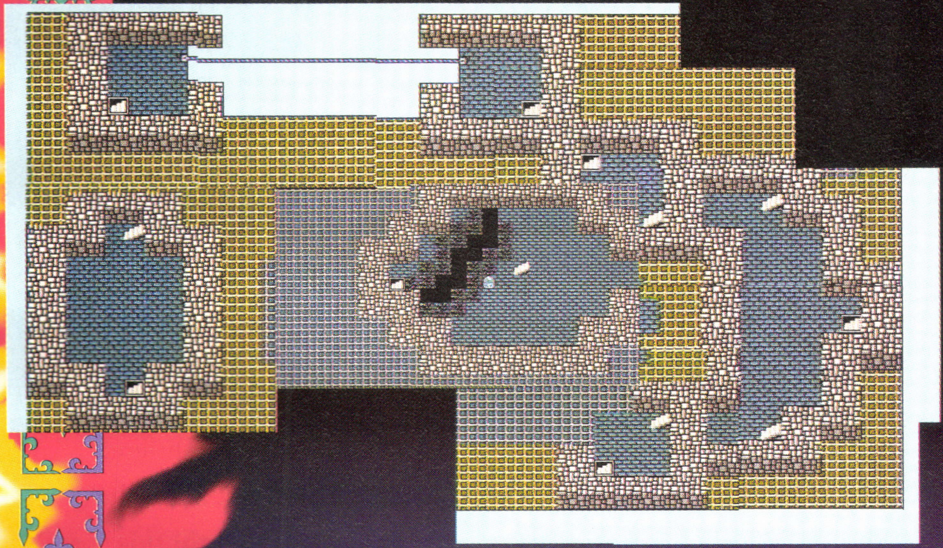


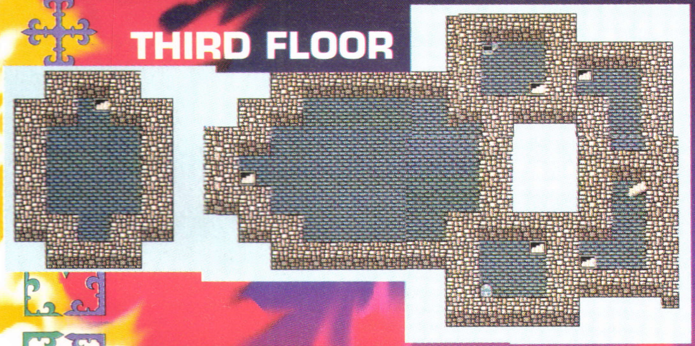
The Tower of Garuna

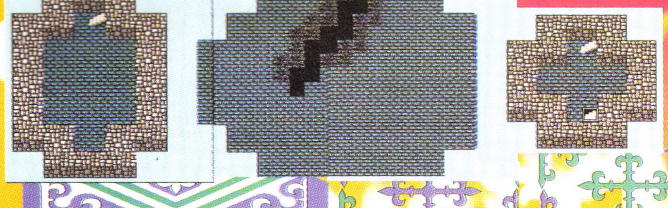
The tower lies north of the Shrine of Dhama. Explore it to find the Book of Satori, which allows any character to become a sage (the most powerful character class in the game). Remember that any spellcaster who changes class can still use any spells he or she has learned, so don't change class until you've learned all the spells from your original class.

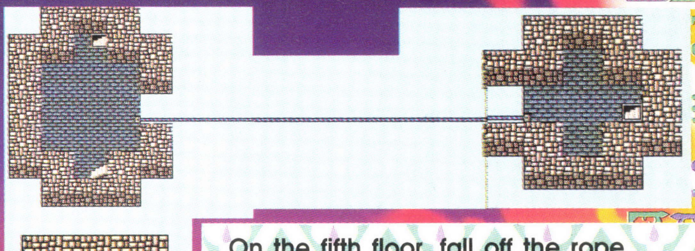
The tower consists of twisting, complicated passageways. A word to the wise: The most obvious way isn't always the best.

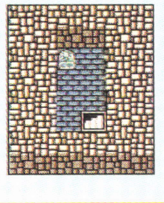

FIRST FLOOR

SECOND FLOOR


THIRD FLOOR


FOURTH FLOOR


FIFTH FLOOR



SIXTH FLOOR

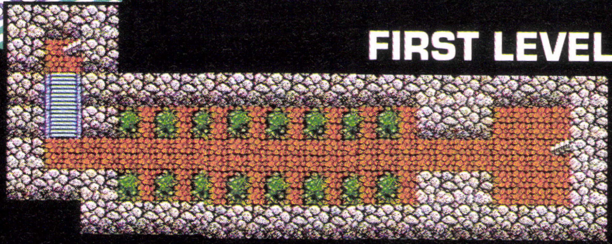
On the fifth floor, fall off the rope onto the floor below, then jump through the crack.

The Cave of Necrogond

The land of Necrogond is the last barrier between you and the Archfiend Baramos. On the far side of the cave lies the Shrine of Necrogond, where you can find the Silver Orb. Once you have all six orbs, you can resurrect the Ramia at the Shrine of Liamland. You can reach the Castle of Baramos (and later, the Castle of the Dragon Queen) only by flying on the Ramia.

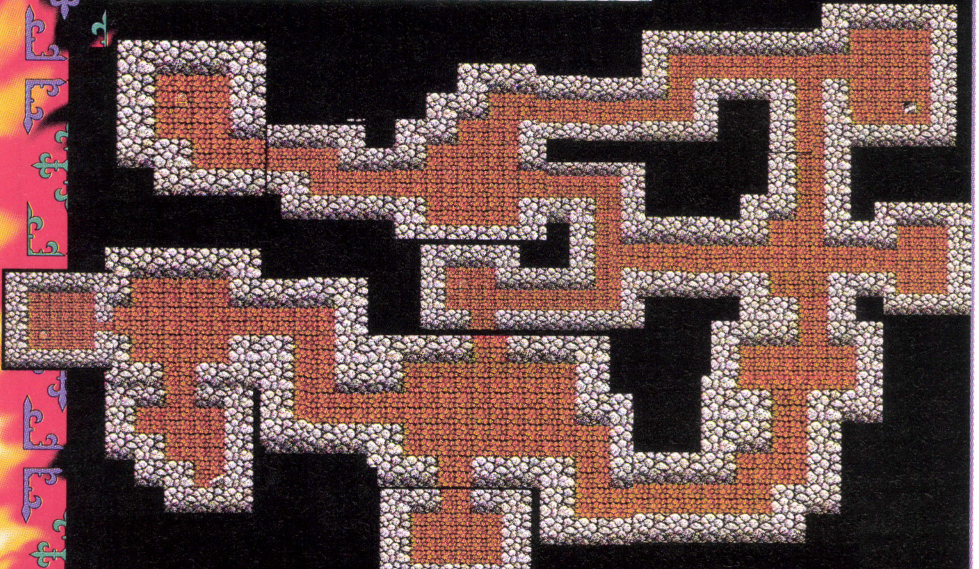
But can peace really be that easy to achieve? Of course not. No sooner is Baramos defeated than an even more powerful evil is revealed — the Archfiend Zoma! You must enter the Underworld to fight this ultimate threat to peace and happiness.

FIRST LEVEL



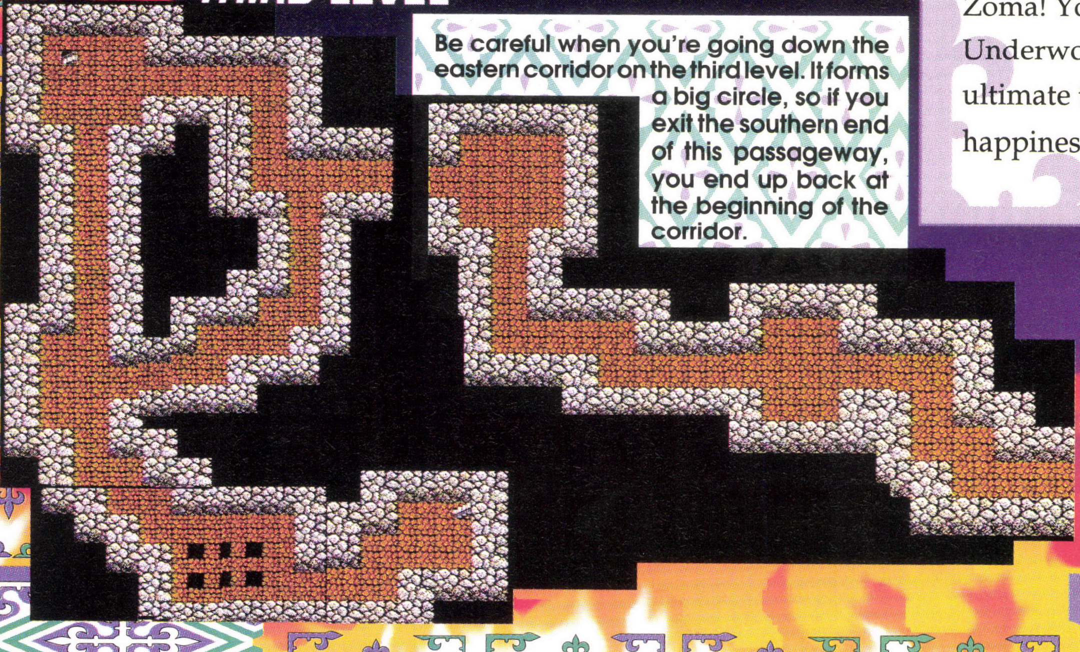
SECOND LEVEL

Be sure to find the Thunder Sword before leaving the second level.

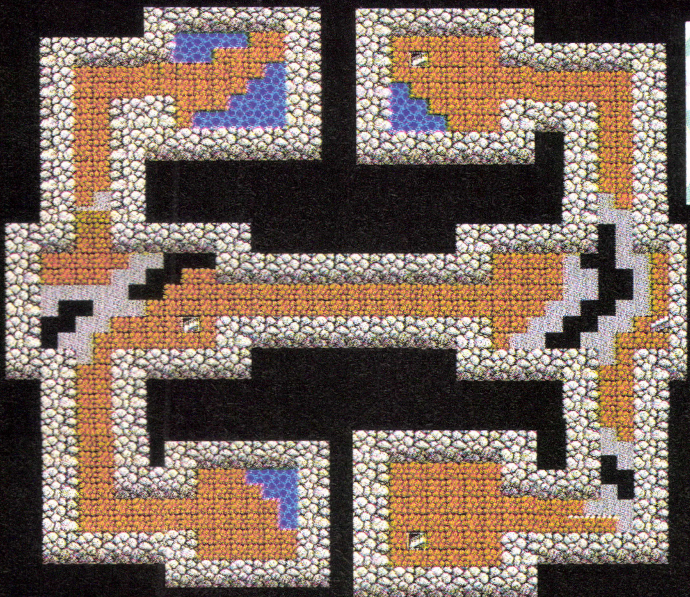


THIRD LEVEL

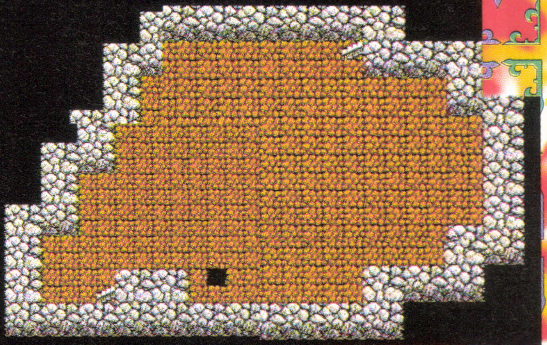
Be careful when you're going down the eastern corridor on the third level. It forms a big circle, so if you exit the southern end of this passageway, you end up back at the beginning of the corridor.



FOURTH LEVEL

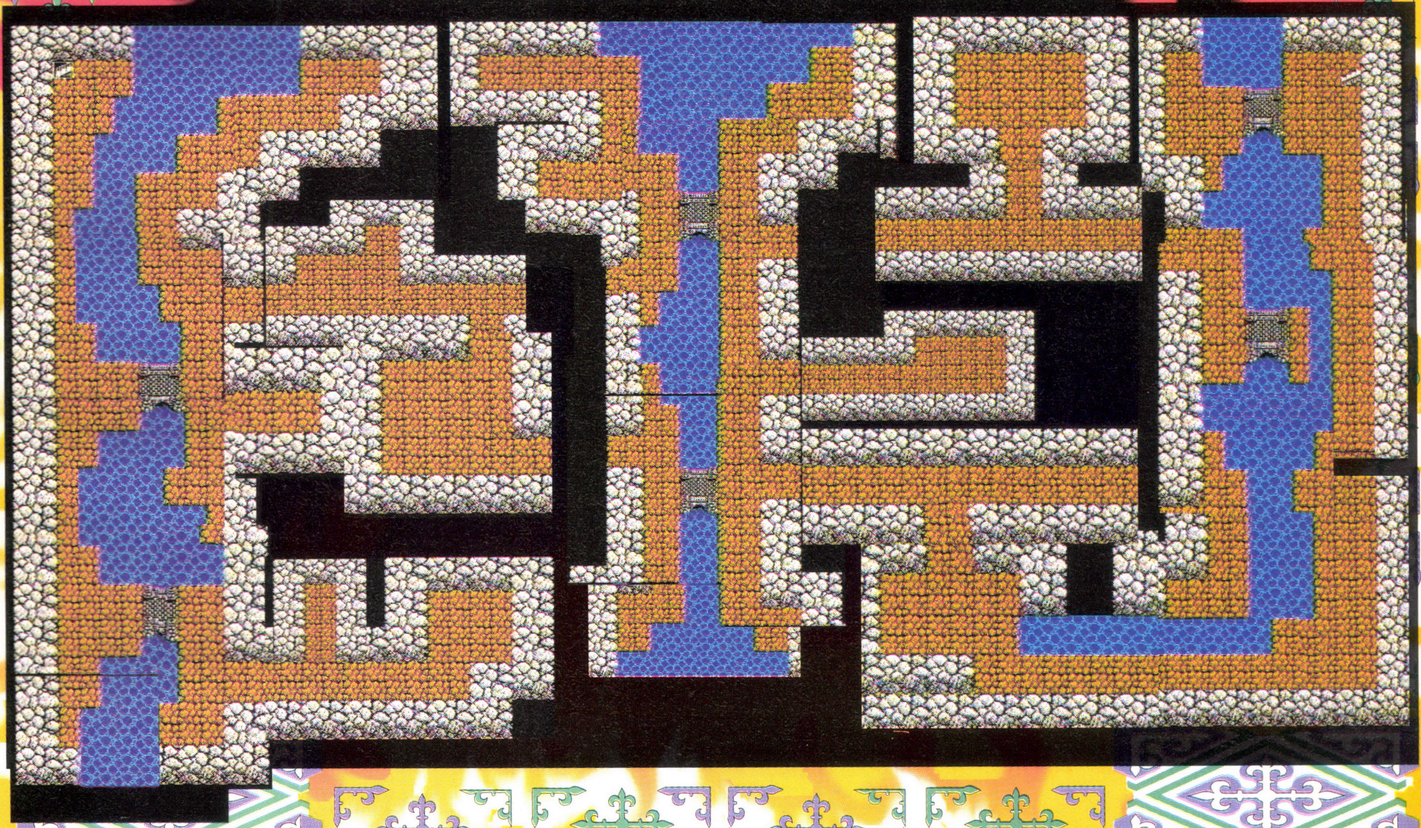


There's no direct route to the fourth-floor stairs. Instead, you must fall through the crack in the floor at the east intersection.



SUBLEVEL FOUR

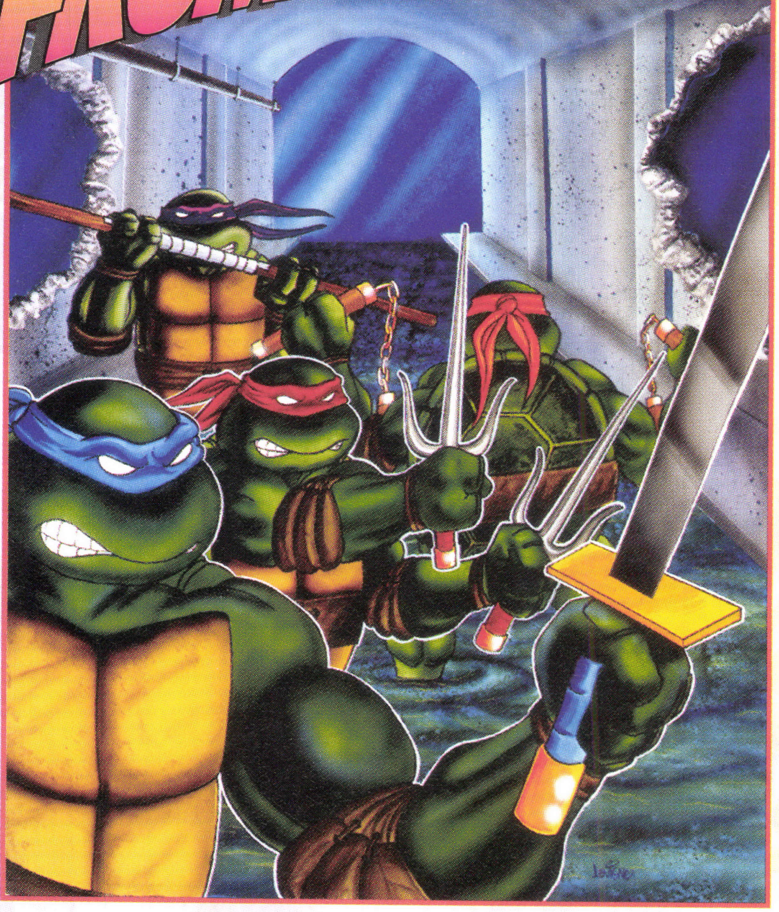
LEVEL FIVE



TEENAGE MUTANT NINJA TURTLES

BACK FROM THE SEWERS!

Jonathan Gagnon

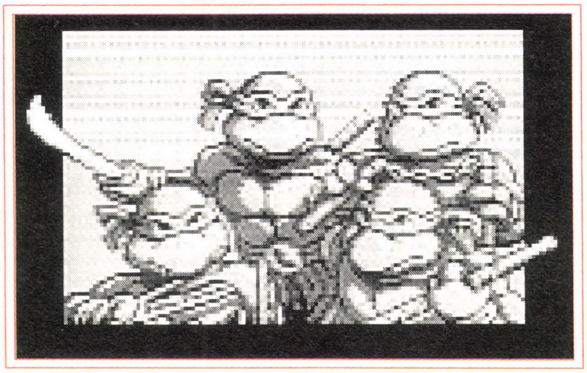


What's green, talks in surfer lingo, loves pizza, and is a master of martial arts? If you don't know, you've been living in a cave for the past few years. The Teenage Mutant Ninja Turtles are a phenomenon of marketing, their faces adorning food, clothing, school supplies, and, of course, videogames. In their second Game Boy adventure, Donatello, Leonardo, Michelangelo, and Raphael must rescue April O'Neil, who's been kidnapped (again) by Shredder.

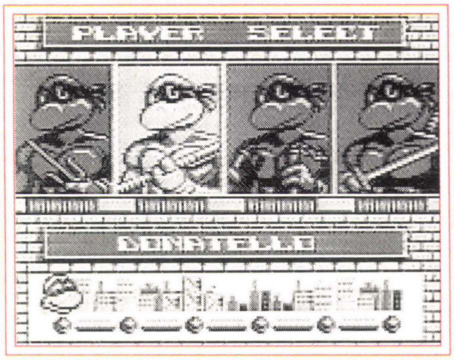
This time, however, Shredder's not working alone — he's got that evil alien Krang on his side. Watch every step to avoid an ambush, and stock up on those oh-so-tasty chocolate, onion, and peanut butter pizzas. Remember: When in doubt, get some advice from Splinter.

Konami has done a great job with *Teenage Mutant Ninja Turtles II — Back from the Sewers.* Its playability and graphics are a worthy followup not only of the Game Boy *Fall of the Foot Clan*, but the NES *Turtles* games as well.

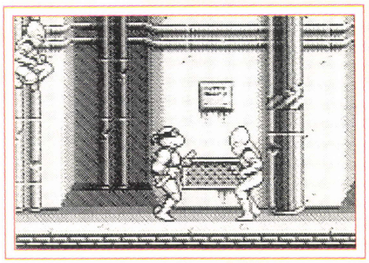
Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089-4510



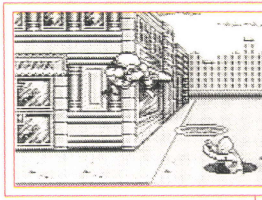
Cowabunga dudes! The turtles are back and ready for action.



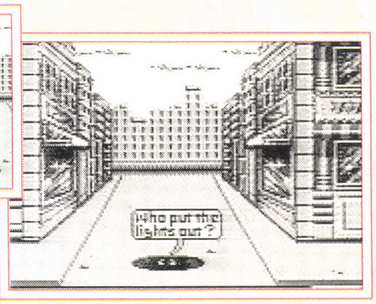
Choose among Michelangelo, Donatello, Raphael, or Leonardo to begin the game, then use the map as a guide.



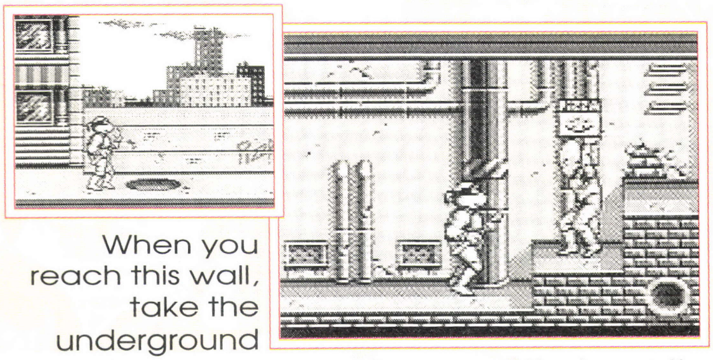
Move cautiously through stage 1 — enemies attack from the front and rear.



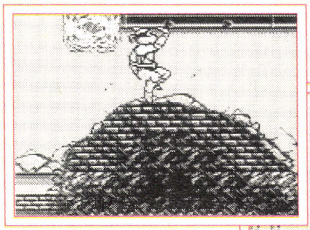
A manhole is a good hiding place for scum like this. When the enemy throws the manhole cover at you, do a turtle jump.



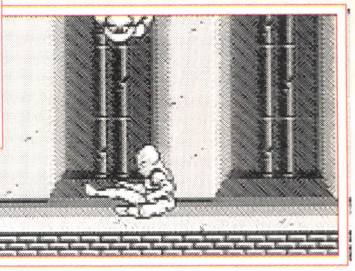
Don't worry if you happen to fall in the manhole — turtles aren't afraid of the dark.



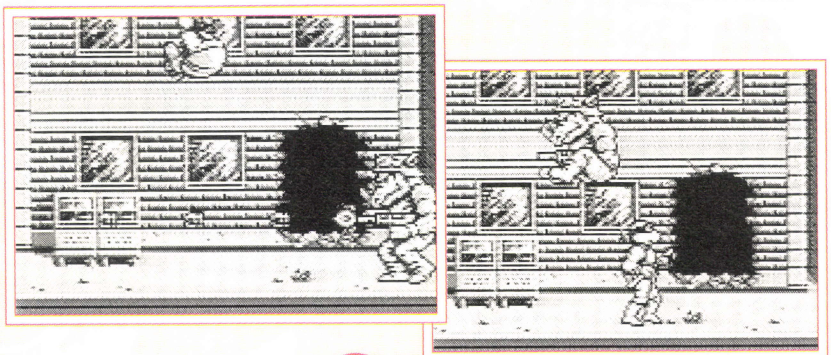
When you reach this wall, take the underground route so you can get some of that mouth-watering pizza.



Use a little turtle instinct here. Jump up, grab the pipe, and shimmy across.

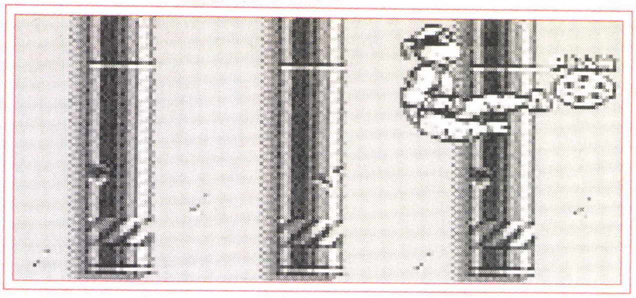


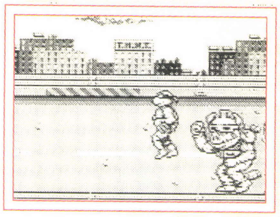
Be prepared to jump when these thugs hop out from behind the wall and start sliding toward you.



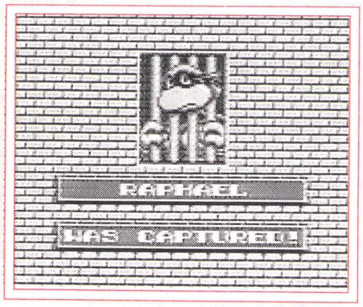
To defeat Rocksteady, jump over his shots, then run and clobber him. When he runs toward you, stand in the middle so he leaps over you instead of attacking.

At the bonus stage, snag as many pizzas as you can. You can use your flying jump-kick here to get pizzas from the other side of the pipes.

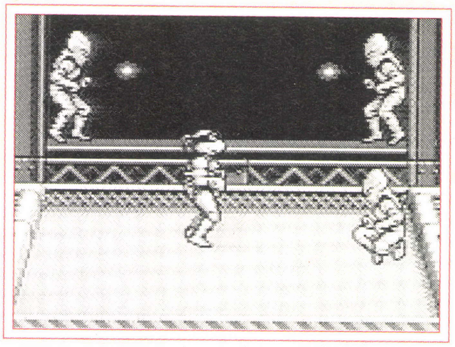




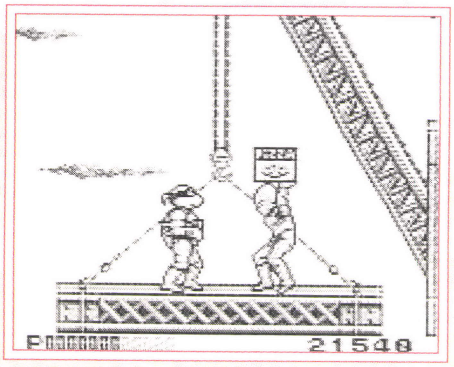
When fighting BeBop, hit him once, then quickly run away to dodge his uppercut. When he shoots, leap over the gunfire.



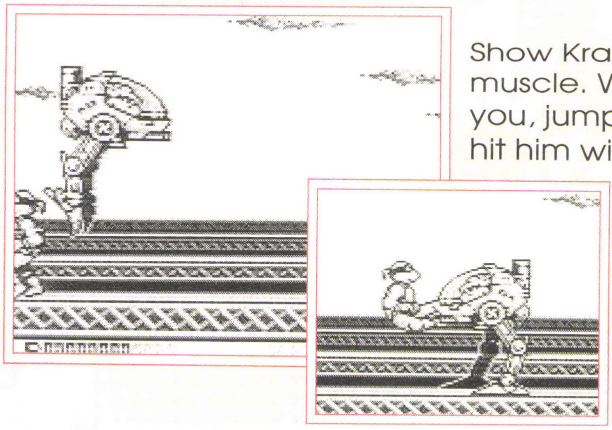
Raphael has been captured! It's up to the other turtles to rescue him.



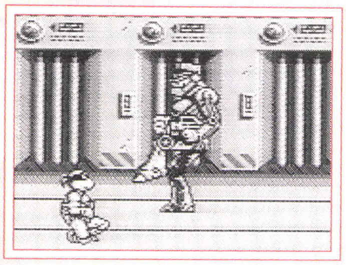
If you stand in the middle of this elevator, you won't be hit by the enemies jumping on top of it. Kill any thugs that get on the elevator first.



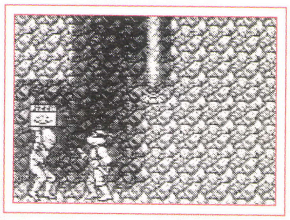
Check the girders — there might be some tantalizing pizza up there.



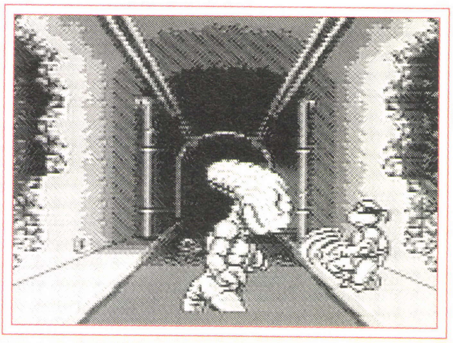
Show Krang some turtle muscle. When he shoots at you, jump over the shot and hit him with a flying jump-kick. When he takes to the air, try to position yourself so you'll be behind him when he lands — this way you won't get run over.



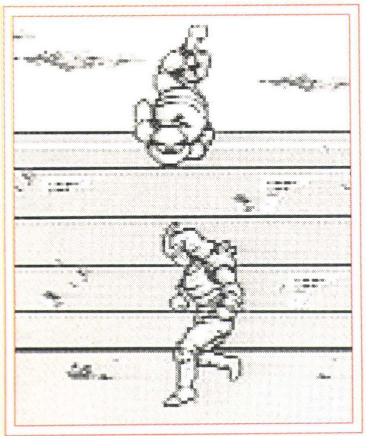
To rescue your fellow turtles, stay in this spot while crouching down. Keep swinging your weapon — if you're hit, you lose a lot of time.



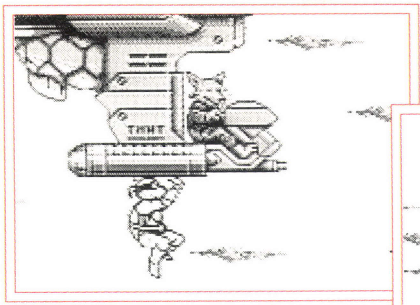
That tempting smell is pizza — drop down into these pits for a quick snack.



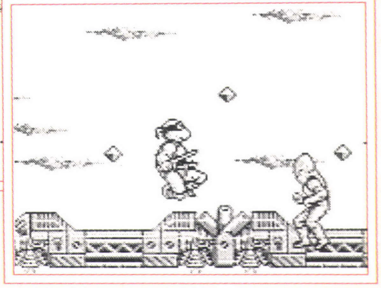
The sewers hold some deadly creatures. Swing your weapon while standing on this edge, and when the sewer mutant charges, jump up to avoid his claws.



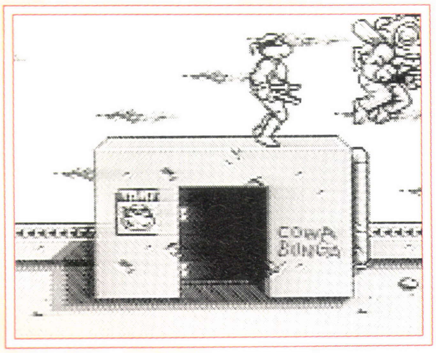
Jump over Shredder when he charges you, then crush him with your weapon. Keep repeating the maneuvers until he's truly shredded.



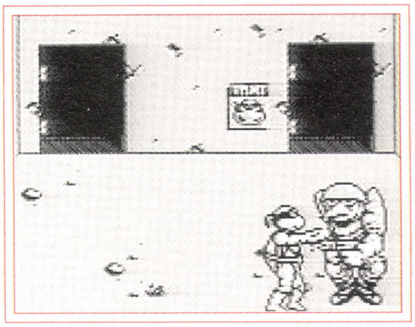
Splinter gives you a lift to stage 5. Don't let him down!



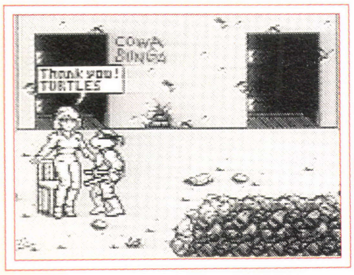
This gun puts out a spray of bullets. Hop between the shots and keep moving to the right until you reach the next stage.



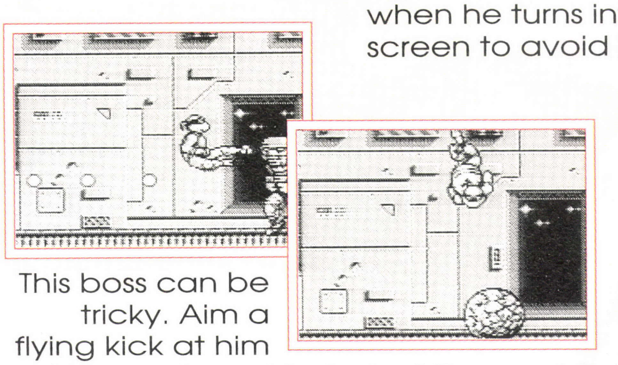
It's you against Baxter Stockman. Hit him, then hop over his shots. If you stand in the middle of the building, he can't hit you when he flies under you.



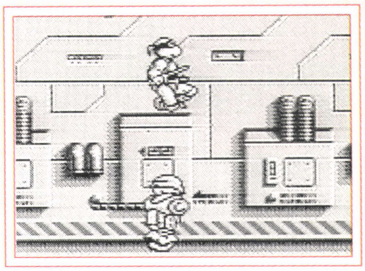
This boss is really hot-headed. Dodge his flame by standing against the screen. Keep hitting him, and when he turns into a ball, jump around the screen to avoid him.



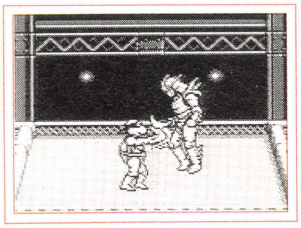
Here's April! A kiss from the rescued newscaster is enough to make a turtle blush.



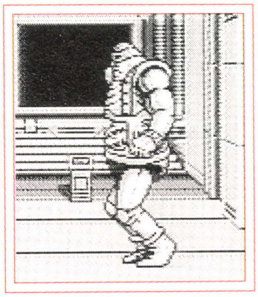
This boss can be tricky. Aim a flying kick at him while you jump his shots. After you hit him, walk to the left, then repeat the process. He'll try to roll over you, but you can easily jump over him.



These robots try to electrocute you — jumping them is your best bet.

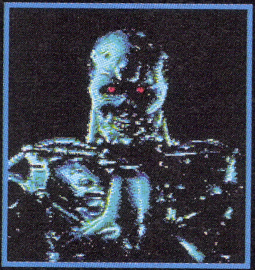


Shredder obviously hasn't learned his lesson. Stand in the middle of the elevator and hit him, then turn to dodge his swing.



Here's the last boss! To beat him, stand all the way to the left and jump-kick him in the head as he approaches. *Don't* move from this spot!

HE'S BACK —
TERMIN

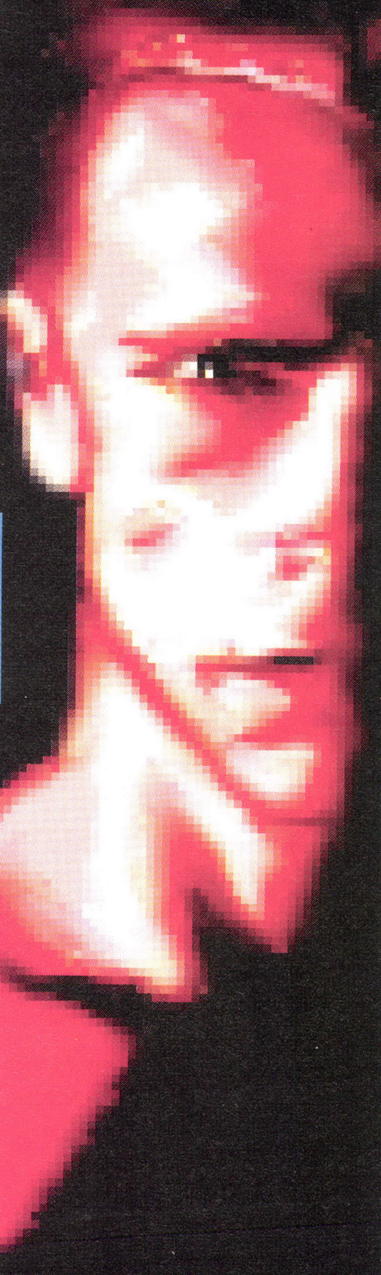


Vince Matthews

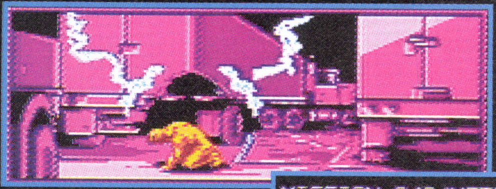
Originally he was programmed to destroy the future, but now the revised Terminator wants to protect it. Sound familiar? It should — the blockbuster movie of 1991 has arrived for NES and Game Boy, with a Super NES version in the works.

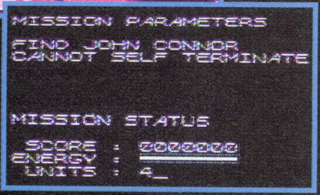
In *Terminator 2: Judgement Day*, you're the terminator, a Cyberdyne creation with a metal endoskeleton surrounded by living human tissue. Your mission is to protect John Connor, the future leader of the human resistance movement. But standing in your way is the T-1000, an advanced poly-metal alloy — the ultimate killing machine. Now the future of mankind hangs in the balance.

The NES version of *Terminator 2* generally follows the movie's plot. The Game Boy *Terminator* is shorter, and it has fewer action sequences but some added puzzle-like game screens. In both games, your ultimate goal remains the same: save the human race.



THE NES TERMINATOR





```
MISSION PARAMETERS

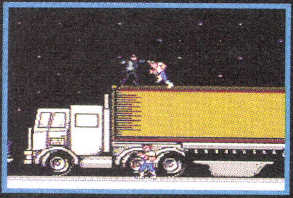
FIND JOHN CONNOR
CANNOT SELF TERMINATE



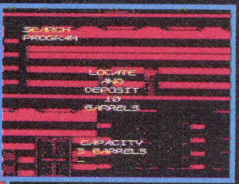
MISSION STATUS

  SCORE  :  0000000
 ENERGY  :
  UNITS  :  4_
```

As the Terminator, you're outfitted with special mission parameters and programs to help you locate John Connor.



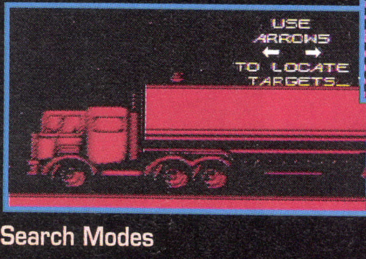
Stay on top of the trucks and keep punching. Let the enemies come to you — don't try to take on more than one at a time.



```
SEARCH
PROGRAM

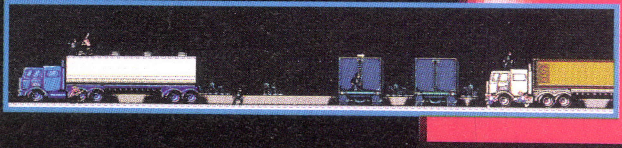
      LOCATE
        AND
      DEPOSIT
        10
      BARRELS_

     CAPACITY
     3 BARRELS
```



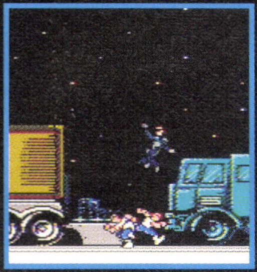
```
     USE
    ARROWS
    ←   →
  TO LOCATE
   TARGETS_
```

Search Modes

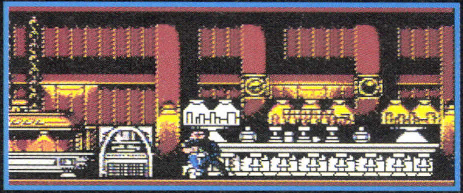


JUDGEMENT DAY FOR
ATOR™ 2

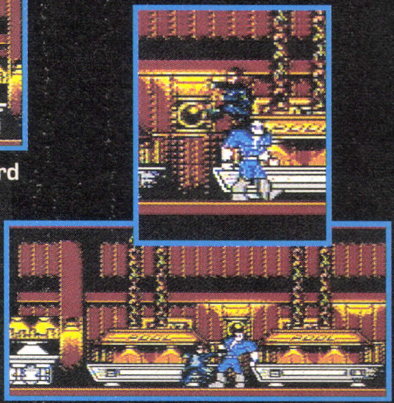
LJN (a division of Acclaim); 71 Audrey Avenue; Oyster Bay, NY 11771



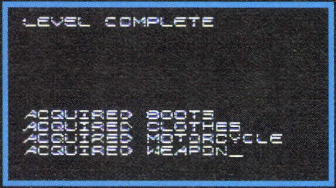
Throw your weight around. Jump on top of the running enemies, then return to the top of the truck or platform and do it again. Usually two or three crushing blows can take out two enemies at a time.



When you're inside the bar, move forward slowly and let the thugs come to you.



Punch this boss three times, jump over him, then come at him from the other side.

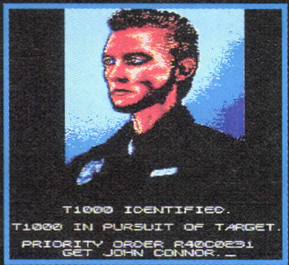


```
LEVEL COMPLETE



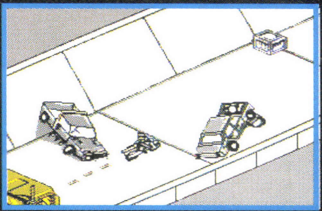
ACQUIRED BOOTS
ACQUIRED CLOTHES
ACQUIRED MOTORCYCLE
ACQUIRED WEAPON_
```

Once you've defeated the boss, you get the shotgun you need to battle the T-1000.

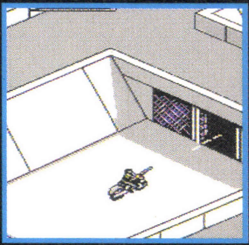


```
T1000 IDENTIFIED.
T1000 IN PURSUIT OF TARGET.
PRIORITY ORDER R40C0231
GET JOHN CONNOR._
```

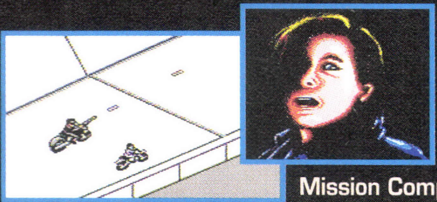
The T-1000 was designed to replace the Terminator as a better killing machine.



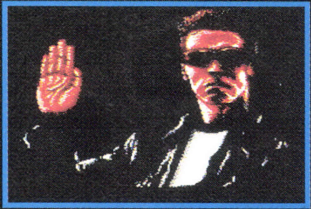
Keep the T-1000 at a safe distance by firing back at him with the shotgun. Try to stay in the center as much as possible, and avoid the debris.



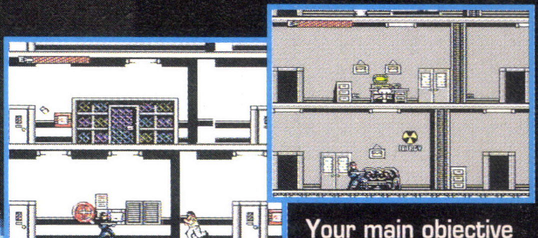
Blast open the security gates and keep your cycle centered while going through them. One missed step and you're terminated.



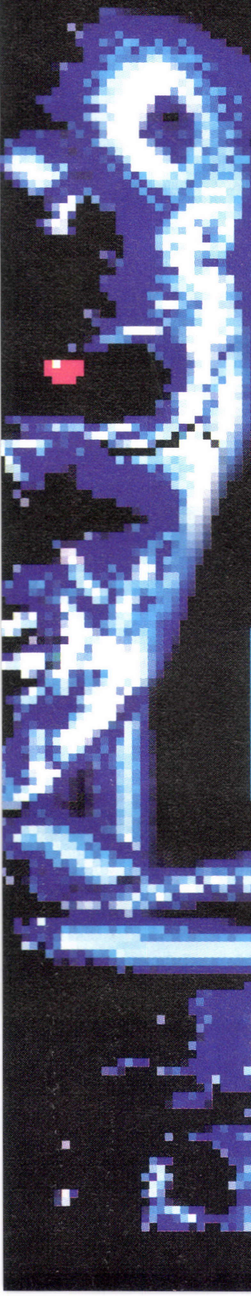
Mission Complete: Acquired John Connor.

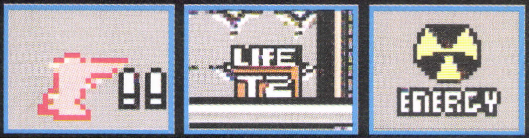


John decides that rescuing his mother from the mental hospital is top priority, and you must make him a promise.

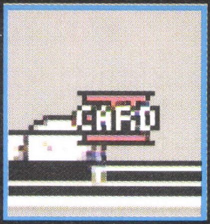


Your main objective in the hospital is to reach Sarah Connor, so work your way to the top.

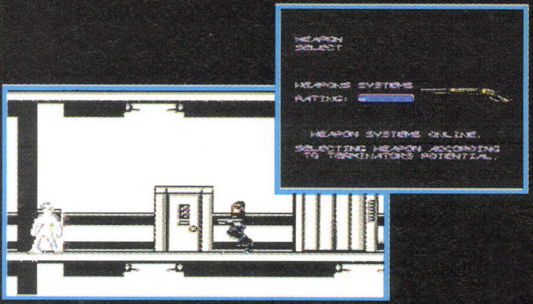




If you search every room, you can find extra ammunition, energy, and one extra life.



You must find a keycard on every floor to gain access to the next.

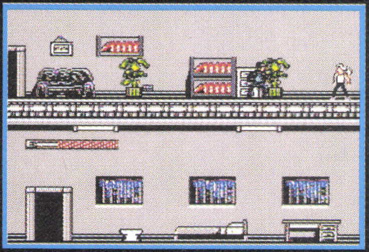


WEAPON
SELECT

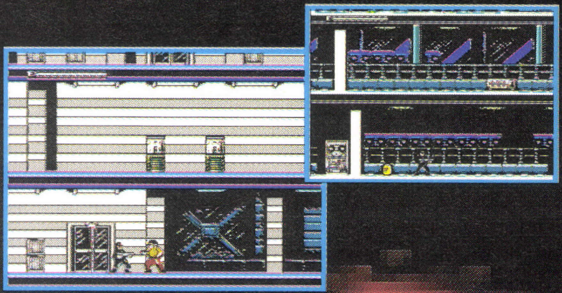
WEAPONS SYSTEMS
RATING:

WEAPON SYSTEMS ONLINE.
SELECTING WEAPON ACCORDING
TO TERMINATOR'S POTENTIAL.

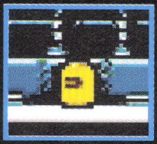
Save your ammo — jump the hospital wards and security guards. You lose bonus points if you kill in *Terminator 2*.



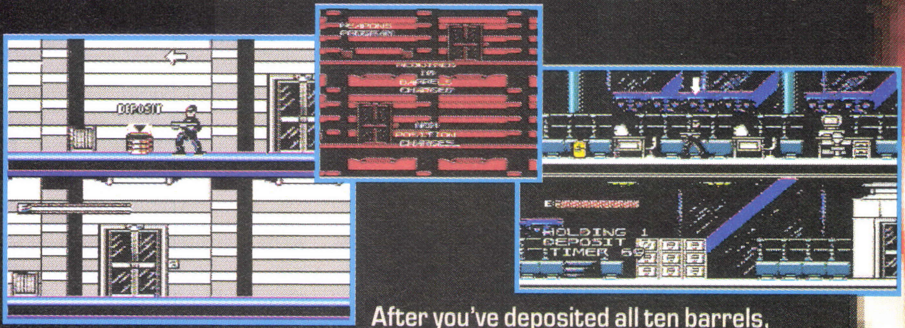
Sarah's on the top floor in the last room to the right.



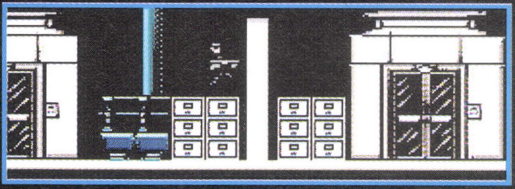
You must locate and deposit ten explosive barrels inside Cyberdyne. Again, examine every room on every floor.



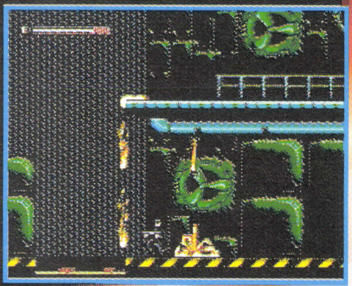
Explosive barrels are usually surrounded by a SWAT team. Stay on top of the tables and jump to avoid the bullets.



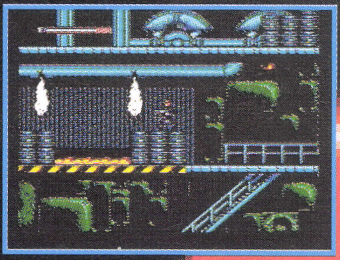
After you've deposited all ten barrels, distribute them evenly in the lab on the sixth floor. Your search indication arrow indicates where to put each barrel.



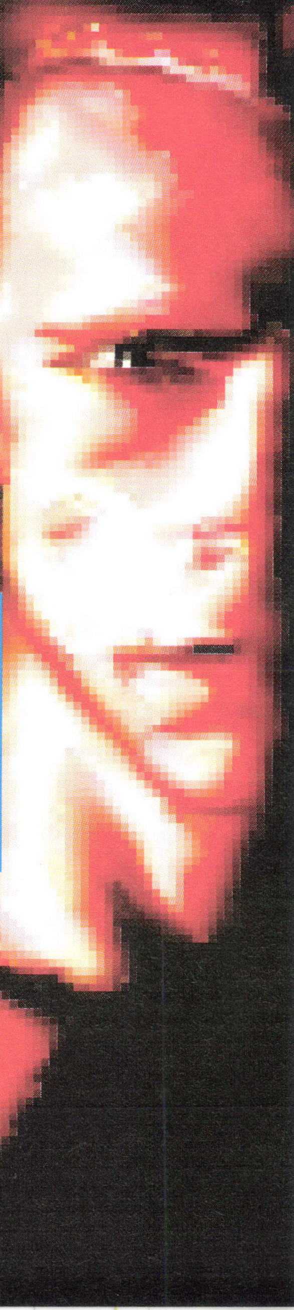
Jump this wall to save time.



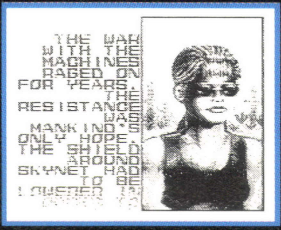
After you've destroyed Cyberdyne and retrieved the arm and computer chip of the original Terminator, you have one final order of business: destroy the T-1000. Cautiously navigate the steel mill — if you're not careful, hot molten steel terminates *you*.



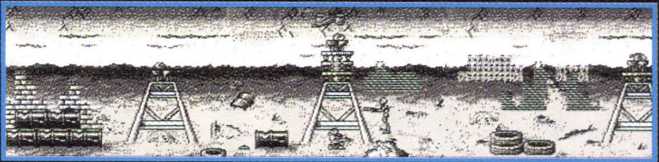
The T-1000 tries several times to halt your progress to the top of the mill. But mankind is depending on you!

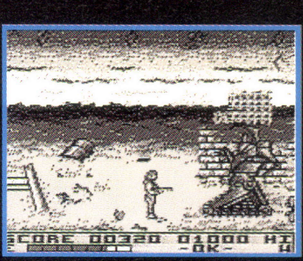


THE GAME BOY TERMINATOR

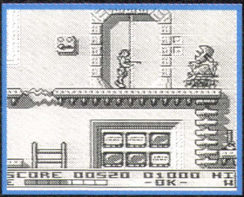

THE WAR
WITH THE
MACHINES
RAGED ON
FOR YEARS.
THE
RESISTANCE
WAS
MANKIND'S
ONLY HOPE.
THE SHIELD
AROUND
SKYNET HAD
TO BE
LOWERED

The opening sequences of the Game Boy *Terminator 2* are based on action cut from the 1991 movie. Sarah Connor tells you how to disconnect the power generators that keep Skynet on-line.

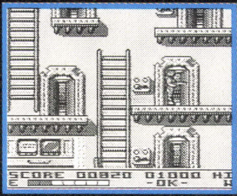

The generators must be disarmed in descending order of height. Dodge the shots from the circling Hunter Killers, and time each jump to avoid the fire from the Terminators.



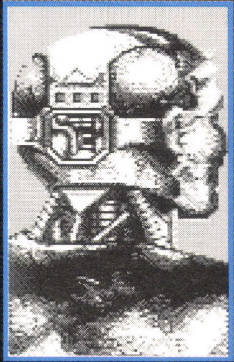
Watch out for this deadly rolling HK.

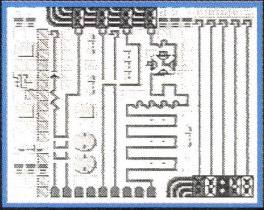


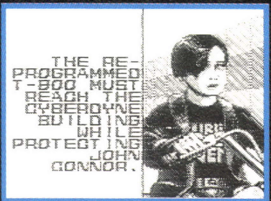
Once you're inside Skynet, you must locate a Terminator in storage and reprogram him. Duck or jump the shots from security robots and other Terminators.



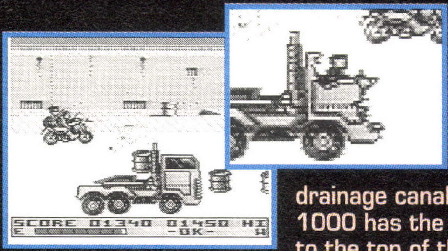
This door leads to the Terminator storage area.



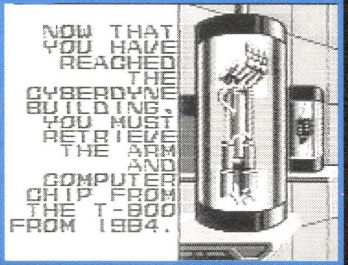

Now it's up to you to reprogram the killing machine. Carefully — and quickly — examine each circuit before you connect them.


THE RE-
PROGRAMMED
T-800 MUST
REACH THE
CYBERDYNE
BUILDING
WHILE
PROTECTING
JOHN
CONNOR.

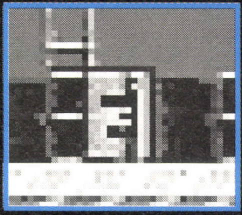
After successfully finding and reprogramming the Terminator, you take control of the machine. Now you've got to reach Cyberdyne systems safely with John in tow.

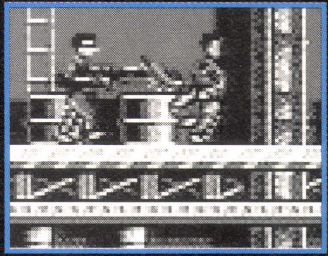


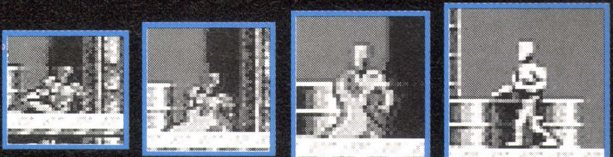
To reach Cyberdyne where you can recover the original Terminator's arm and microchip, you must take a short cut through a drainage canal. Unfortunately, the T-1000 has the same idea. Stay close to the top of the screen to avoid the debris, then move in front of the truck when it appears and fire away.

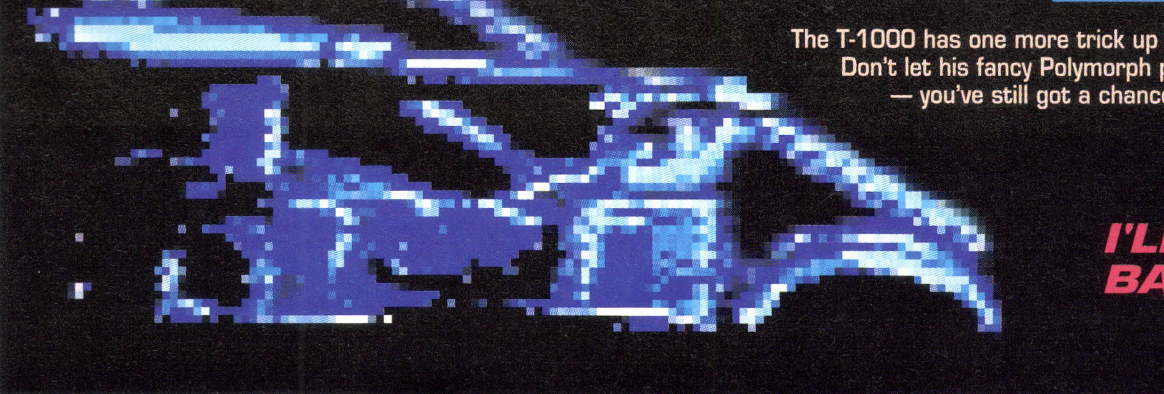

NOW THAT
YOU HAVE
REACHED
THE
CYBERDYNE
BUILDING,
YOU MUST
RETRIEVE
THE ARM
AND
COMPUTER
CHIP FROM
THE T-800
FROM 1984.

The arm is in the vault at the bottom right. The chip is nearby.


Use the weapons that drop from the ceiling to push the killing machine over the edge.


Finally — you're face to face with the T-1000.


The T-1000 has one more trick up his metal sleeve. Don't let his fancy Polymorph phasing scare you — you've still got a chance to beat him.



LAGOON

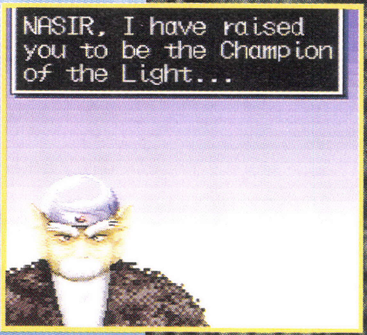
Lagoon is one of several new Super Nintendo role-playing games (RPGs) to take advantage of that machine's advanced graphics and memory. It's set in Lakeland, an enchanted domain where peace has reigned since the gods balanced the forces of Dark and Light.

But an evil sorcerer named Zerah wants to return Lakeland to chaos. He calls forth demons and summons an evil spirit to possess all the water in the land.

As Nasir, the champion of Light, you must travel through Lakeland, seeking ever more powerful weapons to use against Zerah. Only if he is defeated can Dark and Light be restored to harmony.

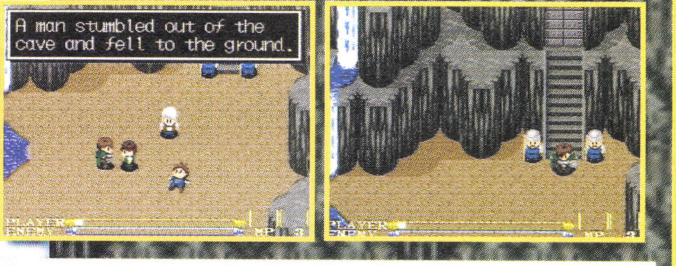
Lagoon is neither the biggest nor the most challenging RPG, but it's an enjoyable game. Cute, colorful graphics should make it especially appealing to young RPG fans.

Jeff Lundrigan



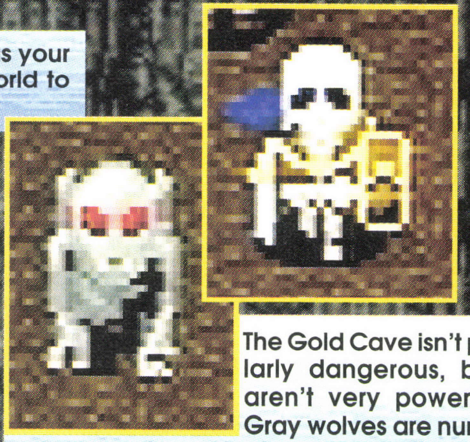
NASIR, I have raised you to be the Champion of the Light...

Your adventure begins in the village of Atland as your ancient mentor, Mathius, sends you into the world to find the source of the water's corruption.

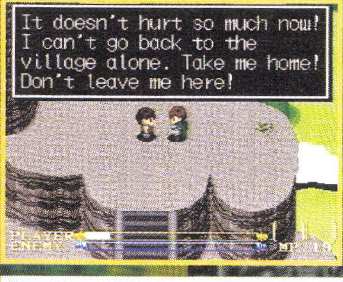


A man stumbled out of the cave and fell to the ground.

Things heat up quickly when demons cause a mine disaster north of town. Several people are hurt, and one small boy, Giles, is trapped inside. Since you're the only hero in town, it's up to you to rescue him. Buy weapons and armor in Atland before entering the cave.

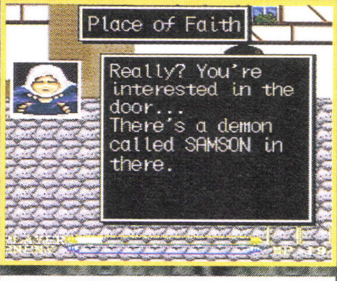


The Gold Cave isn't particularly dangerous, but you aren't very powerful yet. Gray wolves are numerous, but as you move deeper into the cave, watch out for the Bone Warriors — they can inflict more damage than the wolves.



It doesn't hurt so much now! I can't go back to the village alone. Take me home! Don't leave me here!

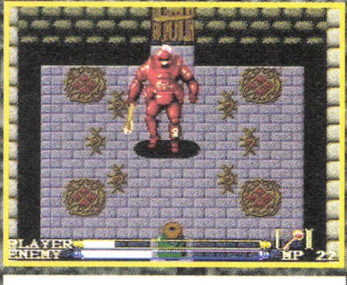
Once you've found Giles, you must lead him home. He can't be hurt, but he *can* get stuck trying to follow you around corners. Move slowly and make sure he's always with you.



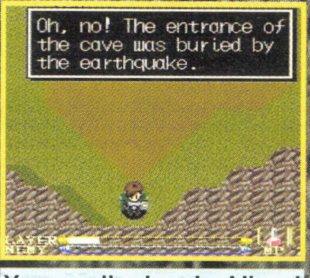
Place of Faith

Really? You're interested in the door...
There's a demon called SAMSON in there.

Once Giles is rescued, the village faith healer supplies you with the next item you need. Don't forget to buy a healing potion before leaving.



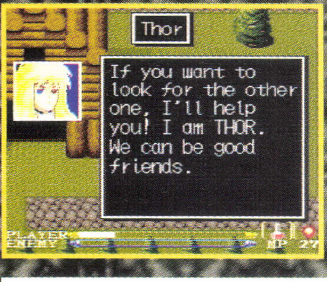
You must also defeat the demon warrior Samson before you leave Atland. Wait for him to leap at you, then keep swinging. It's not hard, but have the healing potion ready just in case, and save the game just before going inside.



Oh, no! The entrance of the cave was buried by the earthquake.

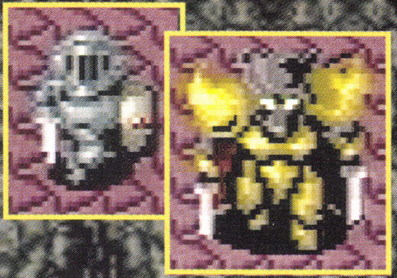
You can't return to Atland once you've left, so head due north to the elf village of Voloh.

Kemco-Seika; 20,000 Mariner Avenue; Suite 100; Torrance, CA 90068

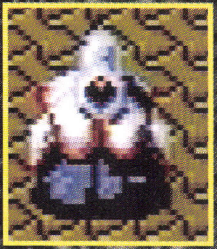

Thor

If you want to look for the other one, I'll help you! I am THOR. We can be good friends.

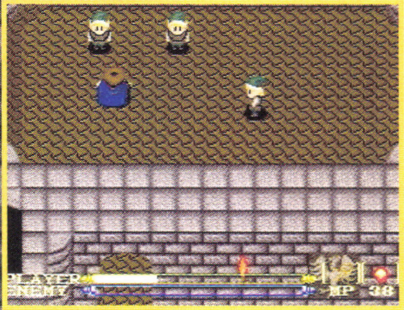
You meet a mysterious stranger in Voloh — another young warrior named Thor. He offers to help you find the three tablets that allow you to enter Phillips castle. What a guy!



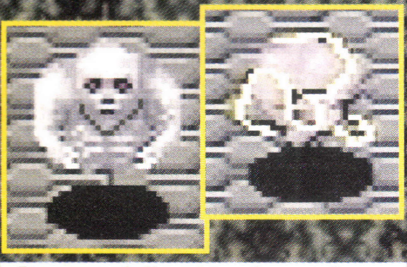
There are knights and big warriors inside Phillips Castle. The warriors look impressive, but they go down in flames with just three shots from your fireball spell. The smaller knights are immune to spells, but nevertheless easy to defeat.



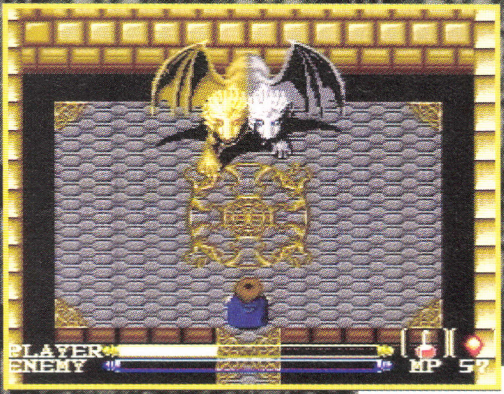
Wraiths await deeper inside the castle. They're extremely dangerous and have the power to shoot fireballs in three directions. Quickly burn them with magic.



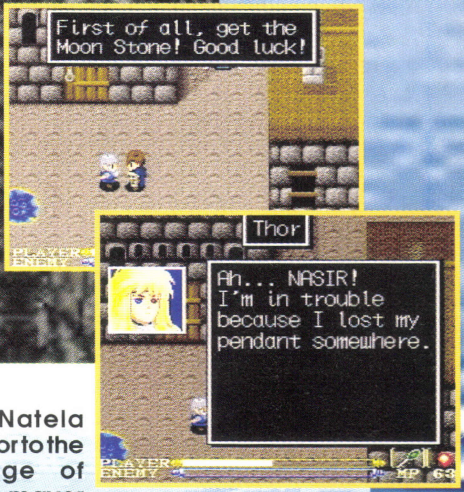
The missing elves are locked away in the castle prison on the second floor. They use the movable mantle to escape, then give you the key to the castle's top floor.



Be especially wary of enemies on the top floor. Ghouls are very tough and can do a lot of damage. Floating blobs can surround themselves with electric fields, making them invulnerable.



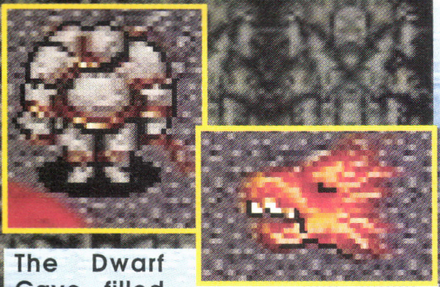
Natela waits in the heart of the top floor. Again, save before you go inside and be sure to have a healing potion or elixir ready. If you can't beat him, go kill more monsters to build experience.


First of all, get the Moon Stone! Good luck!

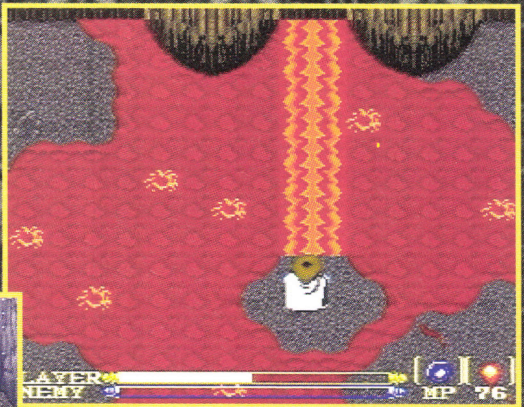
Thor

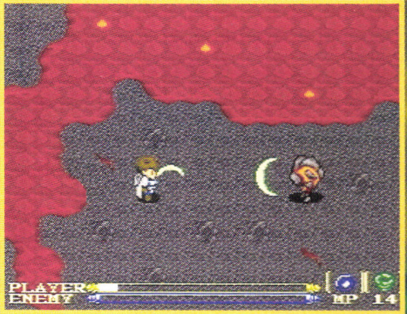
Ah... NASIR! I'm in trouble because I lost my pendant somewhere.

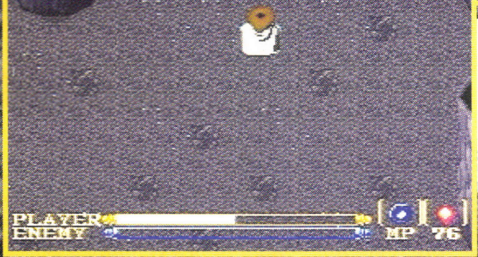
Defeating Natela opens the door to the dwarf village of Danegel. The mayor gives you some advice and tells you about the Moon Stone. You also meet Thor again. If you help him find his pendant, he gives you the means to enter the Dwarf Cave.



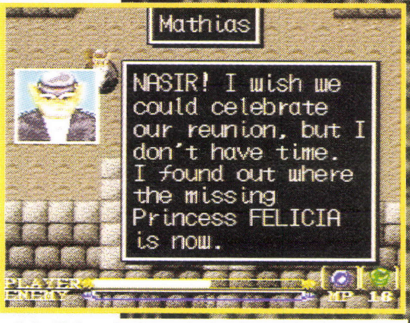
The Dwarf Cave, filled with lava men and fire hounds, is the most lethal place you've yet visited. The enemies are immune to fire spells and are difficult to kill. Save your game after every battle, and wait until you've healed before continuing.





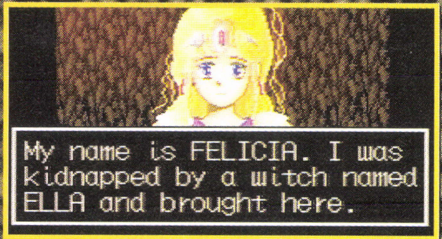


The Moon Stone is inside the Silence Cave, which is along the east wall of the third level. Look in the northwest corner of the cave for a lava bridge and two chests. One chest contains the Wind Crystal, which, when used with the Wind Cutter spell, can inflict serious damage to the lava men. Ignore the bridge for now and go back to Danegel.



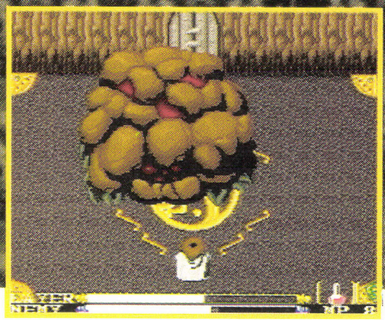
NASIR! I wish we could celebrate our reunion, but I don't have time. I found out where the missing Princess FELICIA is now.

Mathius is back in Danegel with news and advice. You also receive the Freezing Potion as a gift from one of the villagers. Use the potion to open the lava bridge and continue your quest.

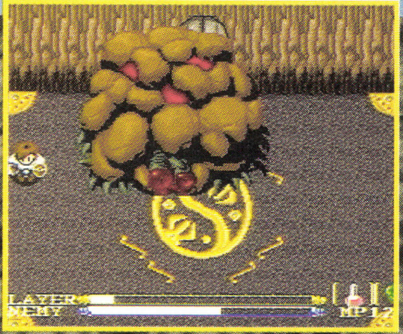


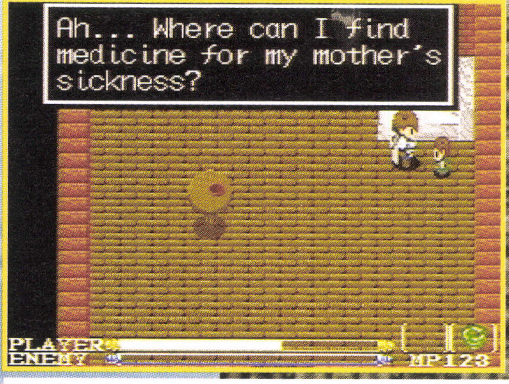
My name is FELICIA. I was kidnapped by a witch named ELLA and brought here.

You get your first glimpse of Princess Felicia — and Ella, the witch — across the lava bridge. Be sure to follow them.



Ella sends her pet, Eardon, to attack you. Eardon is very tough to beat — don't tangle with him unless you're at the 17th or 18th level. Use the Protection Ring, but don't equip it until you're inside. Run up to him and wait for his eyes (his vulnerable spot) to pop out. Don't get too close!

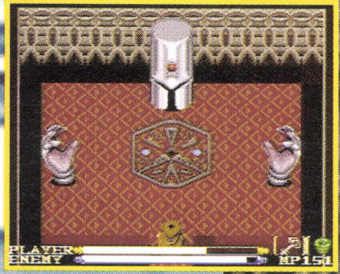




Ah... Where can I find medicine for my mother's sickness?

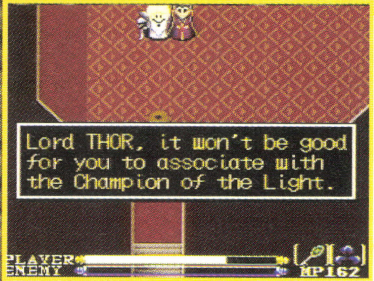
The hobbits in Poper are being slowly killed by an epidemic that only the Healing Mint can cure. It's time to do that hero thing again and head for Castle Siegfried.

With the exception of the smaller knights who aren't affected by spells, the castle's first floor poses few dangers. On the second floor, where the Mint is found, watch out for the Minions of Kali. They're fast, hard to hit, and deadly. Blast 'em with magic.

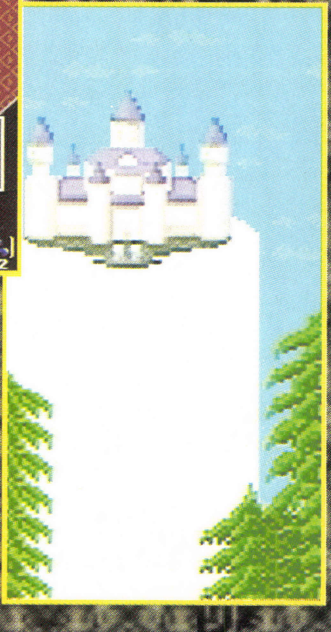


You should be at about the 22nd level when you face Duma on your return to the castle. Wait until her hands begin moving down, then get the Force Ring right in her face. Don't stop swinging!

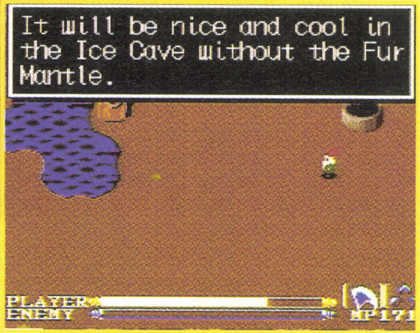
When she's beaten, Duma gives you the Siegfried Key, letting you into the castle's top floor. The Cyclops there shoot eye-beams that do a lot of damage. Travel slowly and keep your distance.



Lord THOR, it won't be good for you to associate with the Champion of the Light.

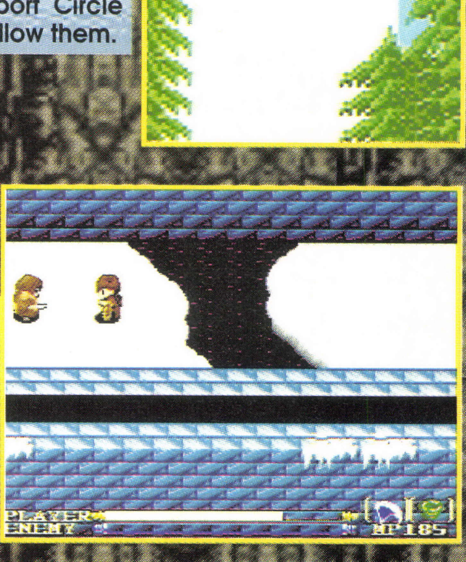


Thor and Zerah are waiting for you when you exit the castle, and they've already used magic to send Lakeland Castle into the air. Use the Teleport Circle to follow them.

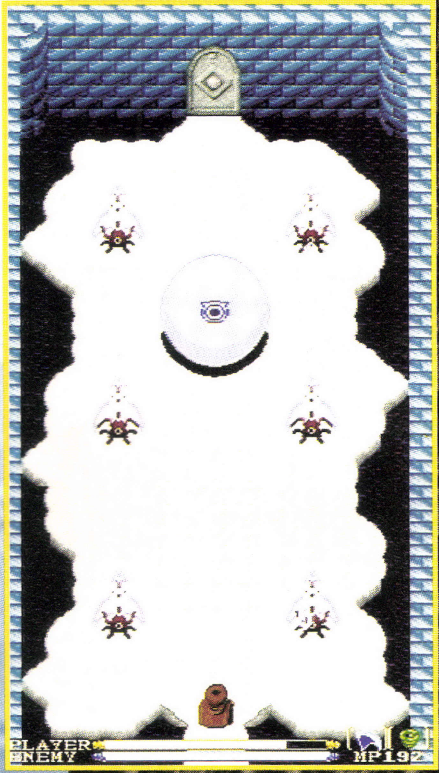


It will be nice and cool in the Ice Cave without the Fur Mantle.

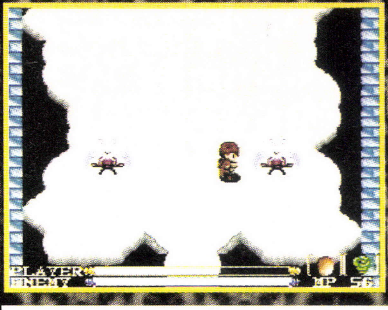
The circle takes you to the gnome village of Lilaty. North of the village is the Ice Cave, but you need the Fur Mantle before you go inside.

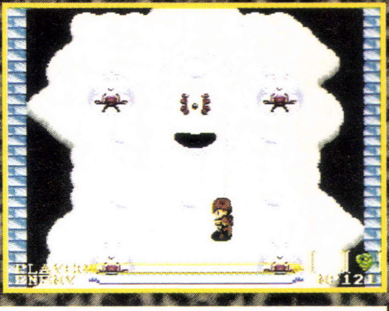


The Ice Cave isn't very large, and the enemies aren't very fierce. Watch out, however, for the gaps in the floor — falling into one spells instant death.

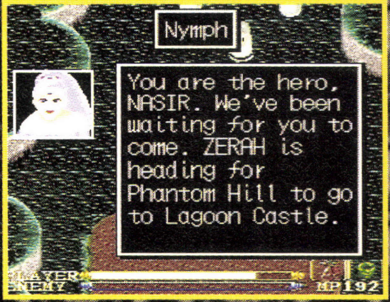


Thimale is a huge and powerful boss, and you must be at the 25th level before taking him on. Equip the Defensive Ring once the battle begins to protect you from injury if you bump into the sentry crystals. Watch your magic points — have the Bright Stone ready if you run out.



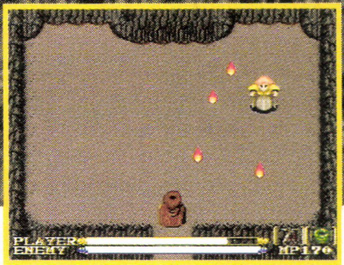


To kill Thimale, you must first destroy each of the six sentry crystals. Get as close as you can, wait for a break in the ice bullets, then quickly move in and swing. Once the crystals are destroyed, Thimale becomes vulnerable — but he also begins shooting in all directions. Get in his path and hit him as fast as you can.

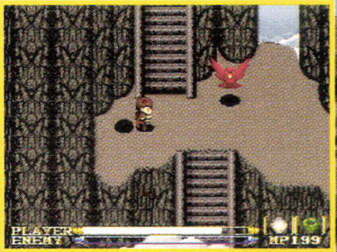

Nymph

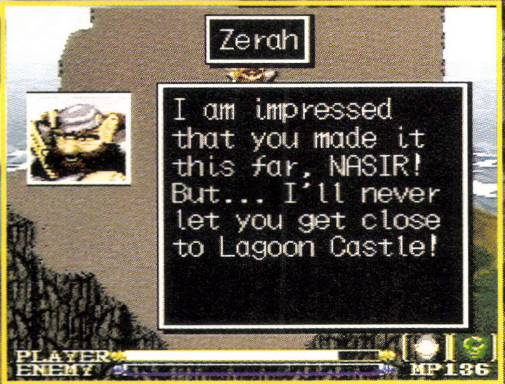
You are the hero, NASIR. We've been waiting for you to come. ZERAH is heading for Phantom Hill to go to Lagoon Castle.

When Thimale is defeated, summon the residents of the Nymph's Cave. They'll transport you from the cave.

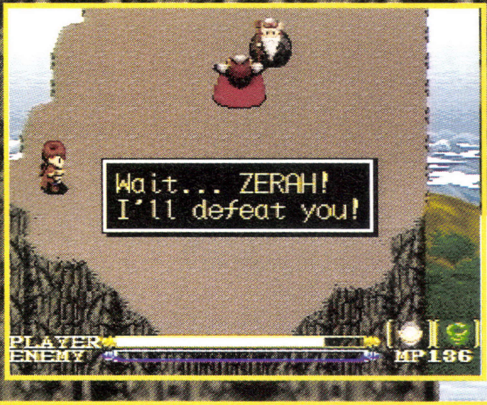


Ella is hidden in a hole near the top of the mountain. Equip either the Protective Ring or the Force Ring, dodge her fireballs, and wait for her to get close enough to hit. You should avoid using the Life Ball. Once she's dead, a new stairway appears.




Zerah

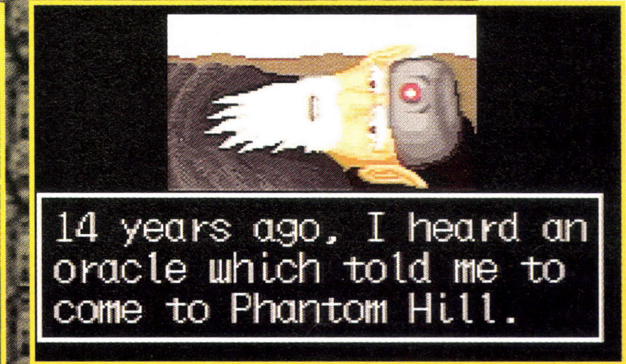
I am impressed that you made it this far, NASIR! But... I'll never let you get close to Lagoon Castle!

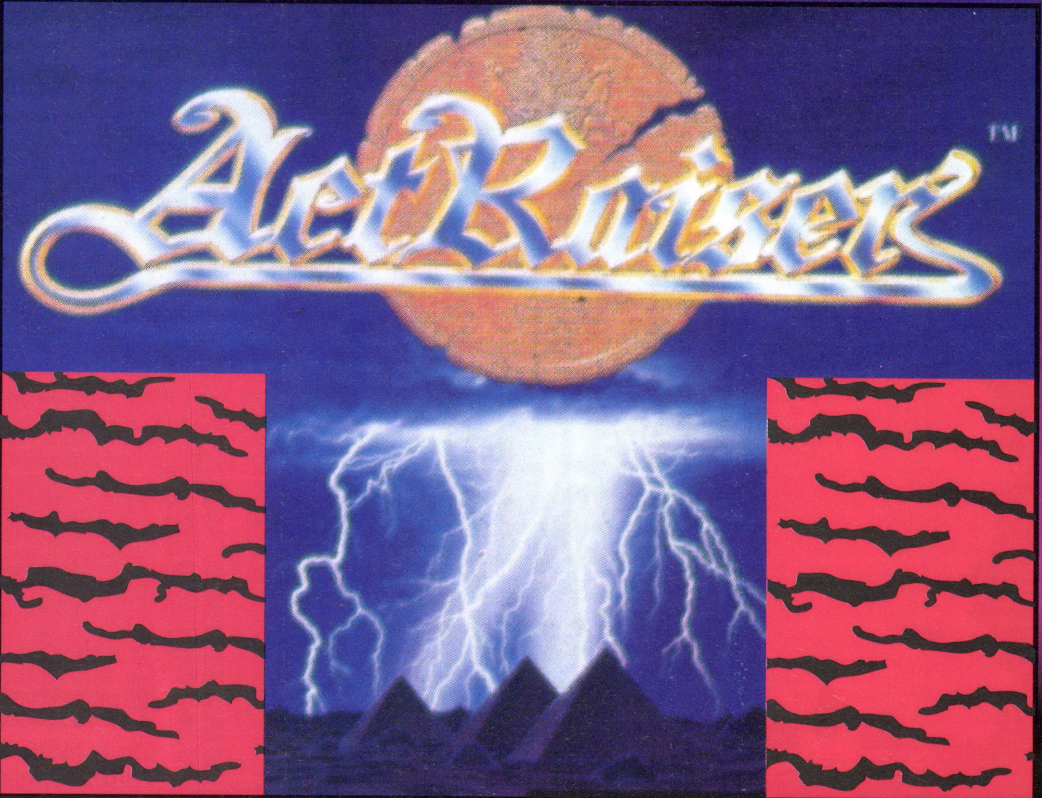

Wait... ZERAH! I'll defeat you!

Zerah waits at the top of the mountain. He'd probably kill you, but Mathius intervenes at the last moment and saves your life — at the cost of his own. With his dying breath, Mathius tells you the truth about who you are, then sends you to Lakeland Castle. Felicia is still a prisoner inside, and Zerah still lives, his dark plans nearly complete. Are you ready for the final battle?

GP

PLAYER
ENEMY
MP136


14 years ago, I heard an oracle which told me to come to Phantom Hill.



Chris Slate

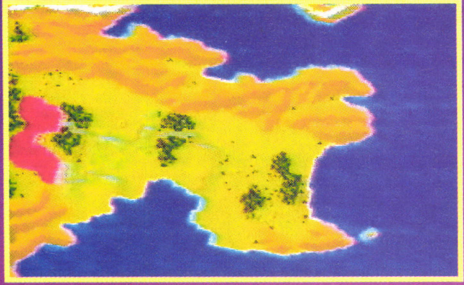
You are a god, and after creating a world and a race of people to live on it, you rest. But when you awaken, you discover that your world has been overrun by monsters. They've de-stroyed your people, and wiped out the civilizations your people built. The entire planet has become a wasteland.

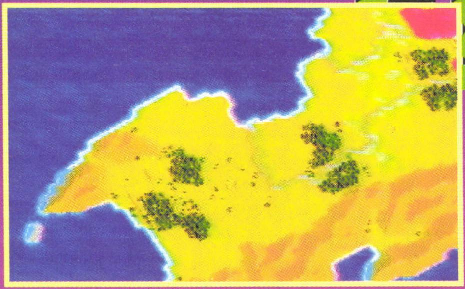
Now you must begin again, first battling the monsters that plague the planet, and then resettling your people and helping them flourish. A tough task lies ahead, and you have only a straight-shooting angel and a sword-wielding champion to depend on.

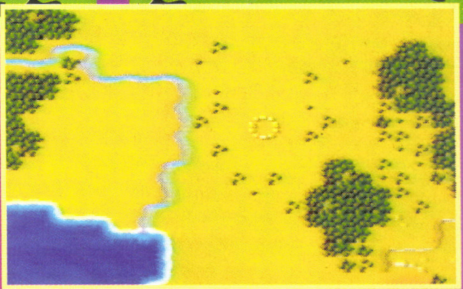
Actraiser is part action game, part simulation. In the action scenes you use your champion to clear the enemy bosses from the land so you can begin building. You control an angel in the simulation mode, where you actually construct towns and direct your followers.

Both the action and simulation scenes are very well done, and the graphics are top-notch. Actraiser also features one of the greatest videogame soundtracks ever. Those of you who plan to rush out and grab a Super NES should definitely consider this game. And if you're still a bit skeptical about the SNES, Actraiser just might win you over.

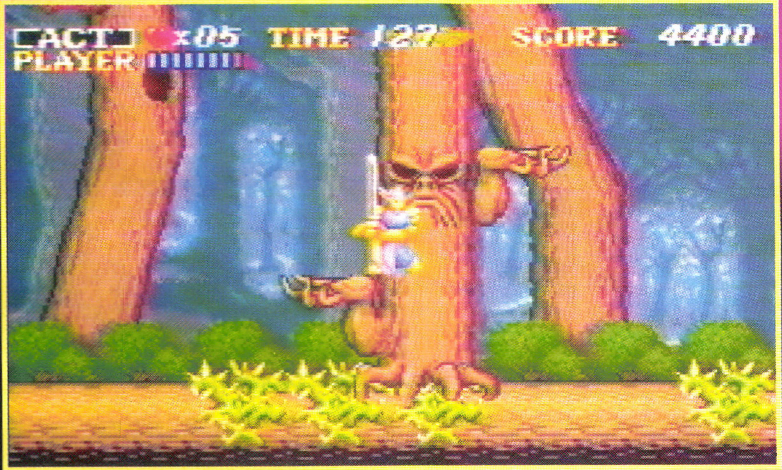
Enix, 4030 148th Avenue NE,
NG-1, Redmond WA 98052



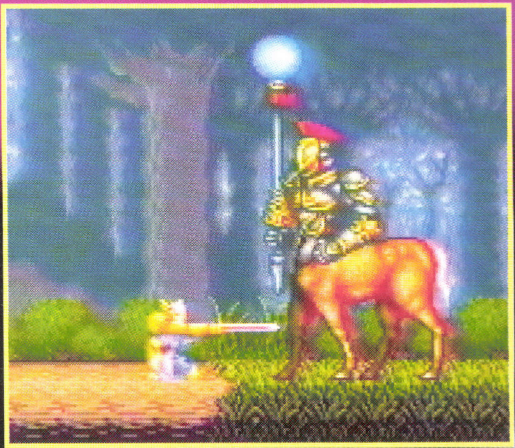




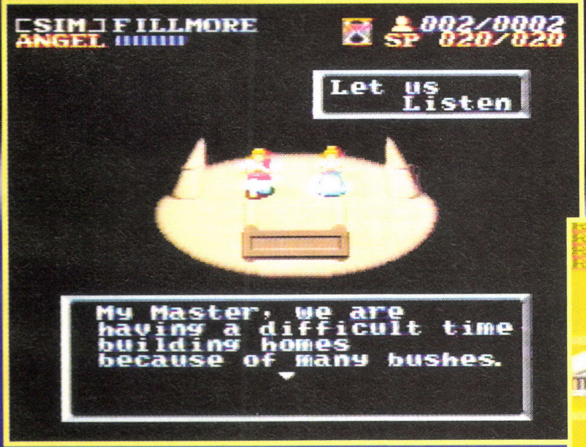
Actraiser dives into the combat mode using "in-your-face" scaling and rotation — the best we've seen yet!



Deadly thorns block your path in Act 1 of Fillmore, the first city you must rebuild. The only way to cross the thorns is to ride in the palm of this living tree. Follow him to the left to find an extra life, then continue on your way.

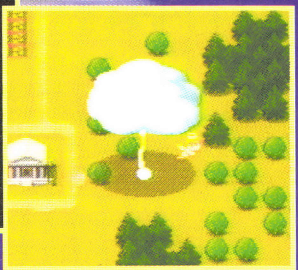


The first boss waits for you deep in the forest. Kneel down at the spot where the grass ends, and repeatedly strike at his legs as he moves closer to you. You'll take a little damage, but nothing to worry about.

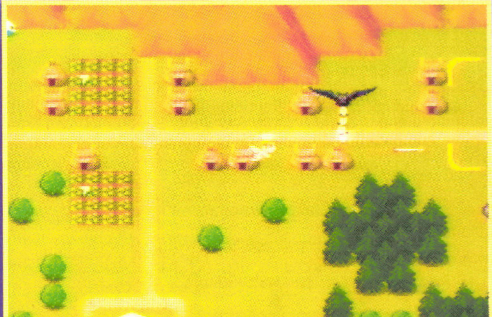


My Master, we are having a difficult time building homes because of many bushes.

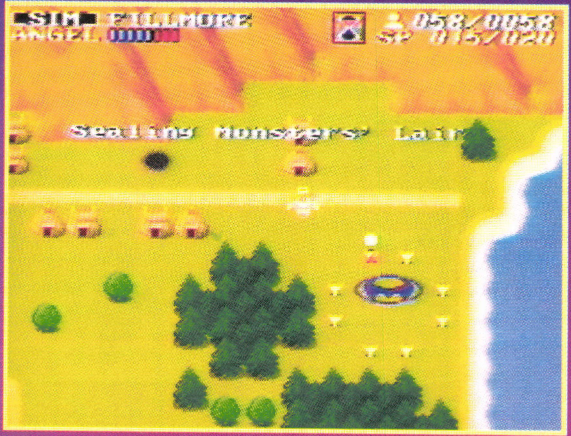
With the boss out of the way, you can begin building your first town. First, you'll create a man and a woman. Occasionally they will come to you with news or to ask for help.



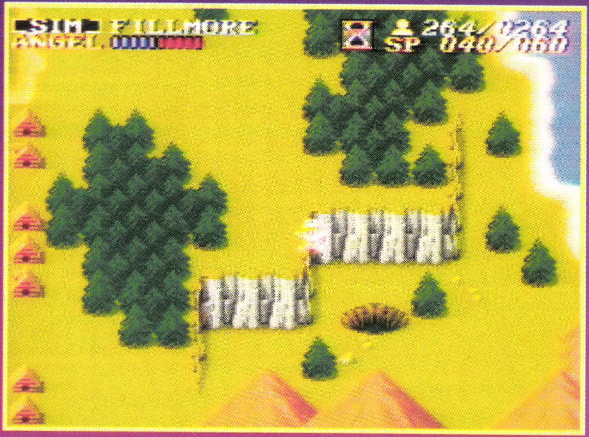
This area is covered with rocks and bushes. To clear the land for building, use lightning.



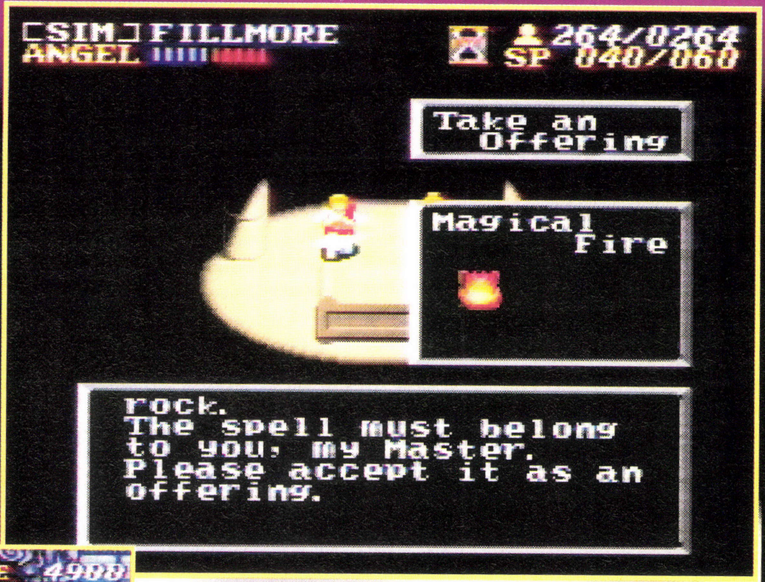
Keep an eye out for little monsters like these. They cause all sorts of trouble for your townspeople — ruining their crops, destroying their homes, and even carrying them off into the air!


SIM FILLMORE
ANGEL
058/0058
SP 015/020
Sealing Monsters' Lair

If you lead your people to the monster's lair, they'll be able to destroy it. Do this as soon as you can, because building will be easier with the monsters out of your way.

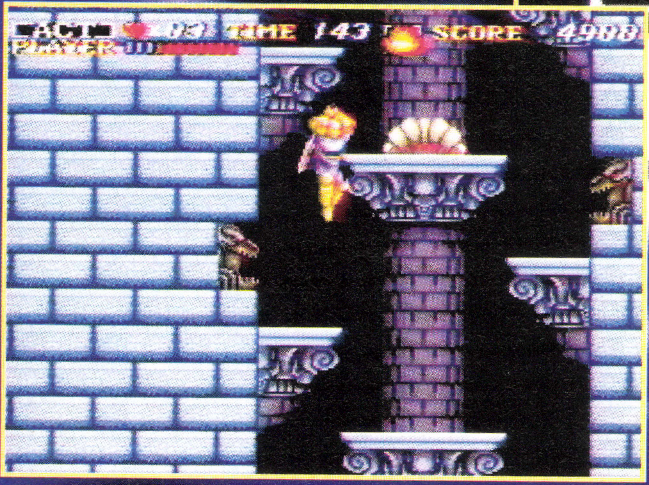

SIM FILLMORE
ANGEL
264/0264
SP 040/060

Once all of the monsters' lairs have been destroyed, a huge hole will open in the lower right corner of the city. Inside awaits another action challenge — Act 2 of Fillmore.

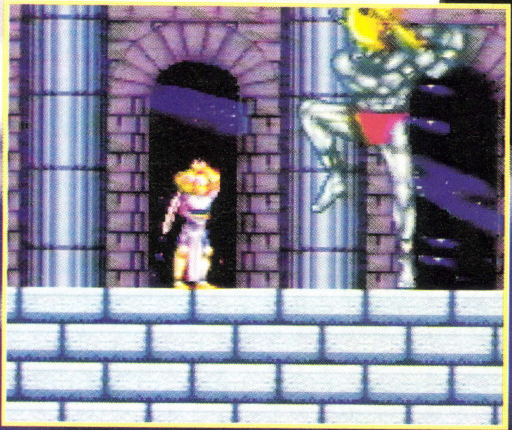

[SIM] FILLMORE
ANGEL
264/0264
SP 040/060
Take an Offering
Magical Fire

rock.
The spell must belong to you, my Master.
Please accept it as an offering.

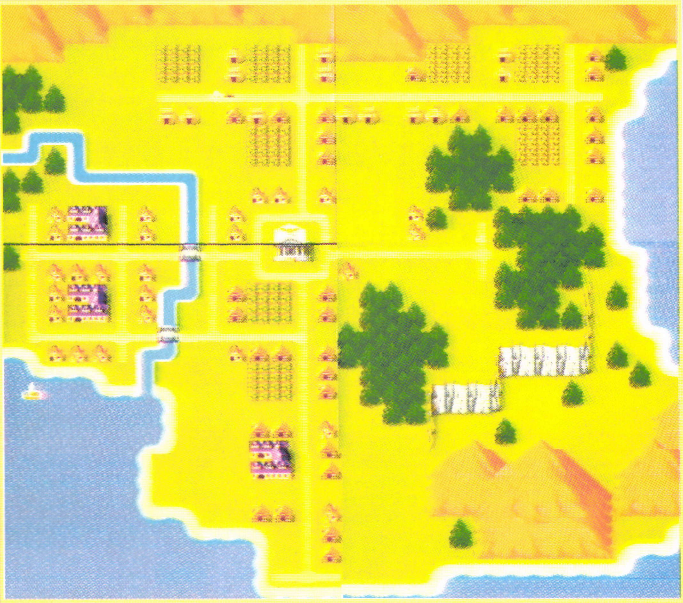
Before exploring the hole, use your lightning on some nearby rocks to find your first magic weapon.


ACT 03 TIME 143 SCORE 4900
PLAYER

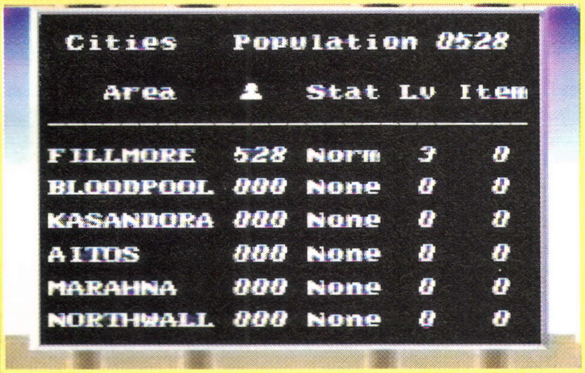
While climbing up through Act 2, attack your enemies from beneath so you can jump safely up to the next level.



The battle plan for the Minotaur boss is simple — don't use one. Beating him is easy if you just stand toe-to-toe with him and hack away.



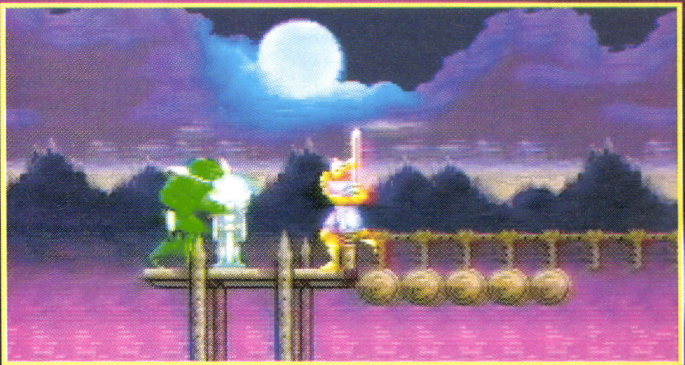
This is what Fillmore looks like once it's well underway. With all of the monsters destroyed, you are now free to extend your crusade to new lands. During your absence, the people will continue to improve their town.



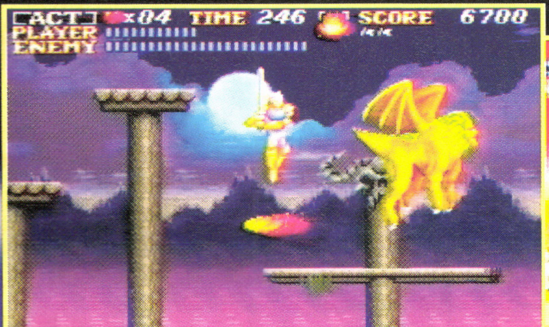
Cities   Population 0528

Area	👤	Stat	Lv	Item
FILLMORE	528	Norm	3	0
BLOODPOOL	000	None	0	0
KASANDORA	000	None	0	0
AITOS	000	None	0	0
MARAHNA	000	None	0	0
NORTHWALL	000	None	0	0

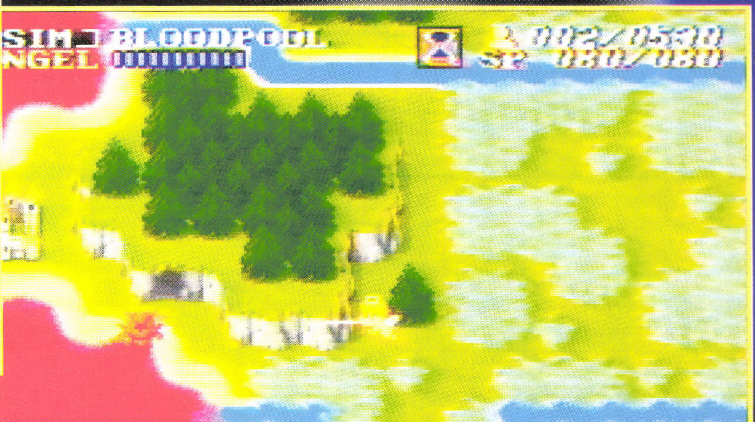
Although your adventures will carry you elsewhere, you can keep track of your town's progress by viewing the status screen in the sky palace.



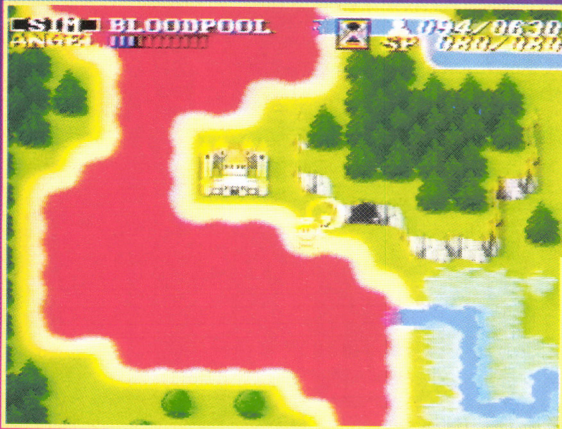
This lizard-at-arms is the only thing keeping you from this one-up in Act 1 of Bloodpool, the second area to be cleared. Charge quickly and strike low to avoid his razor-sharp boomerang.

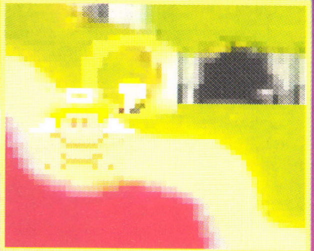


The boss of this act is a winged lion. Stand perfectly still, on the left edge of the top left platform, and wait for him to come to you. Jump his fire and strike him as he lands in front of you.

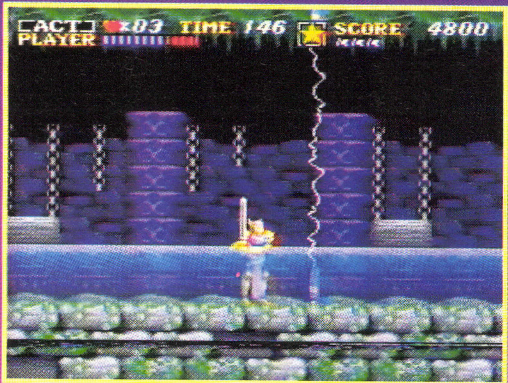


Starting a colony in Bloodpool isn't going to be easy — the area is mostly swampland. There's also a new type of monster to deal with — the red demon.

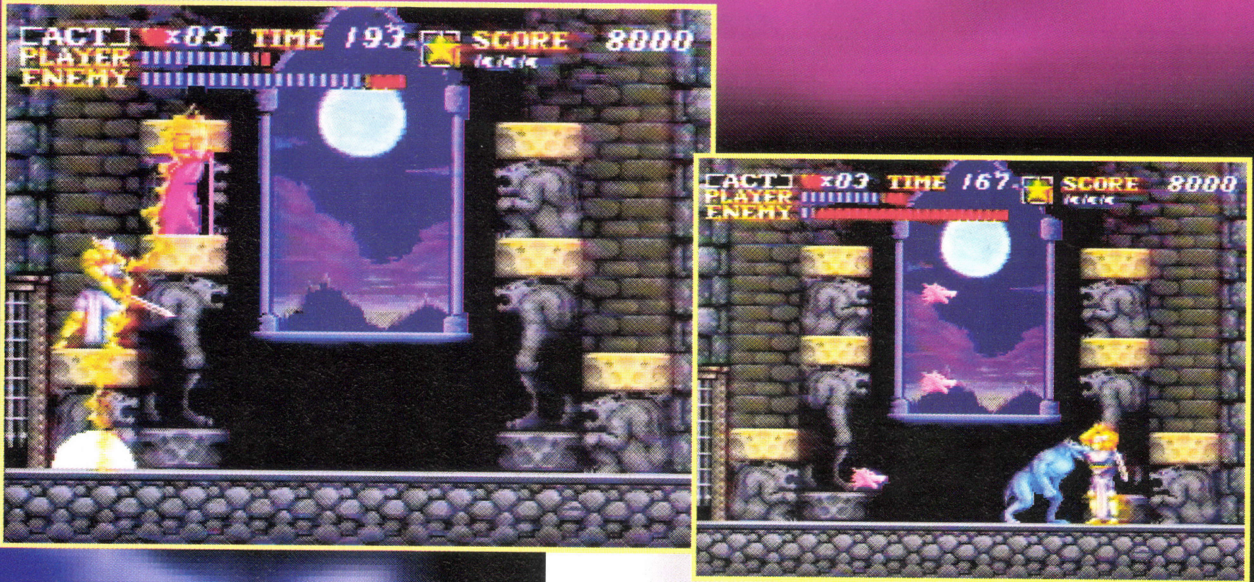

SIM BLOODPOOL
ANGEL
SP



When young Teddy runs away, you're asked to take him some food. You'll find him walking around by the cave that lies to the west.


ACT
x03
TIME 146
SCORE 4800
PLAYER

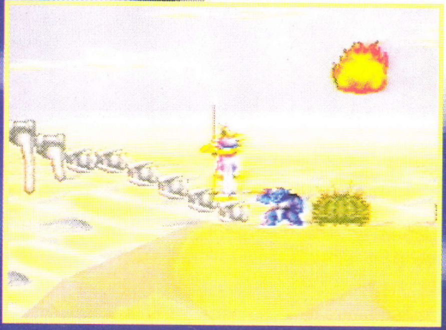
You're exposed to all-new dangers in Act 2 of Bloodpool. It takes split-second timing to slip between these lightning blasts.


ACT
x03
TIME 193
SCORE 8000
PLAYER
ENEMY
ACT
x03
TIME 167
SCORE 8000
PLAYER
ENEMY

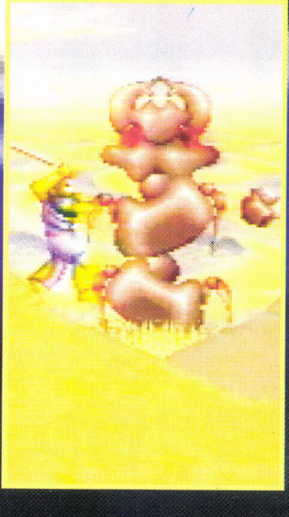
This boss doesn't fight fair — he teleports around the room while bombarding you with lightning from above. As soon as he appears, run underneath him and attack from below.

SIM BLOODPOOL
ANGEL
SP

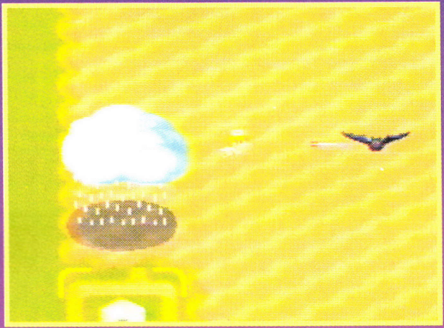
As you're leaving Bloodpool, it's brought to your attention that your people are angry because they've been working so hard. Is there anything that could calm them down?



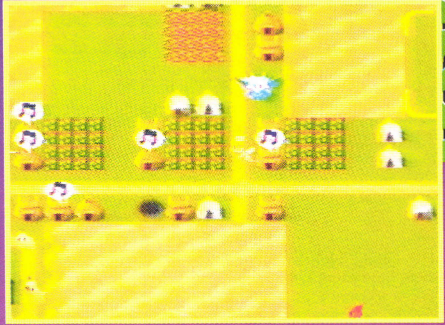
Your next job is to clean up the land of Kasandora. It's a dangerous land, thanks to creatures such as this fire spirit.



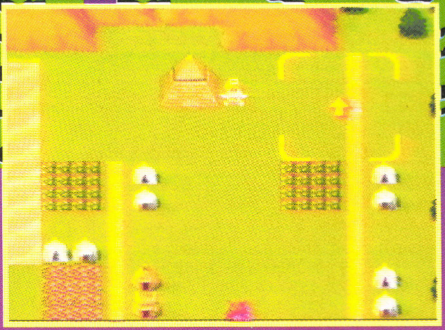
This Sandworm is easy to beat if you use the Star magic. A couple of shots will finish it off before the fight ever really begins.



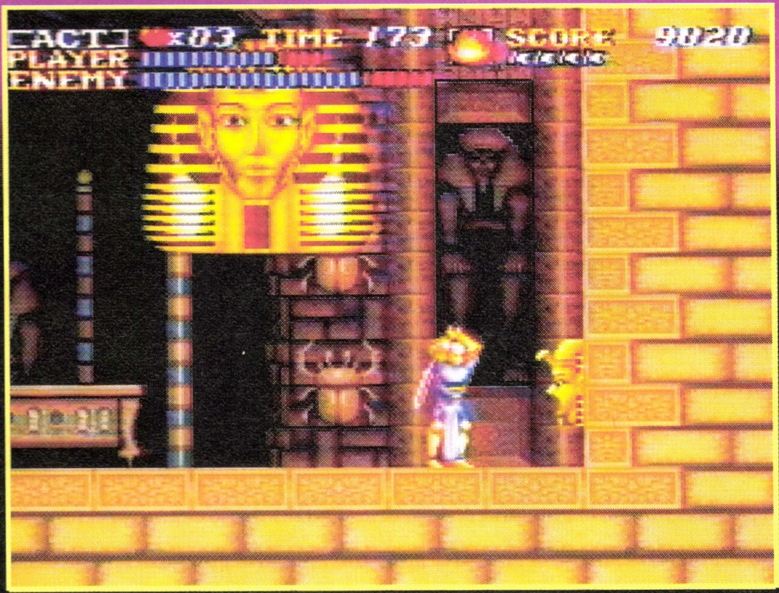
Building a city in the middle of a desert wouldn't be such a good idea. Flood the area with rain storms before you start.



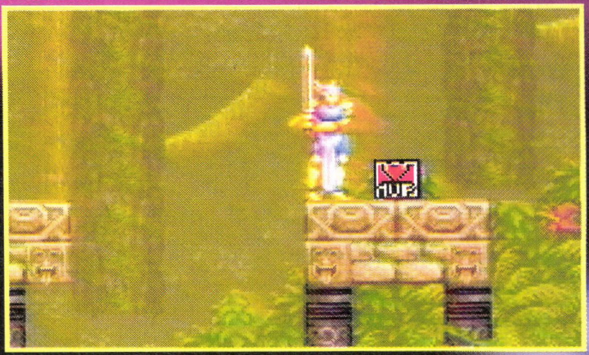
Given enough time, the people of Kasandora will discover music. Hearing it keeps them calm and happy as they work. Share the discovery with the workers in Bloodpool to put them at ease.



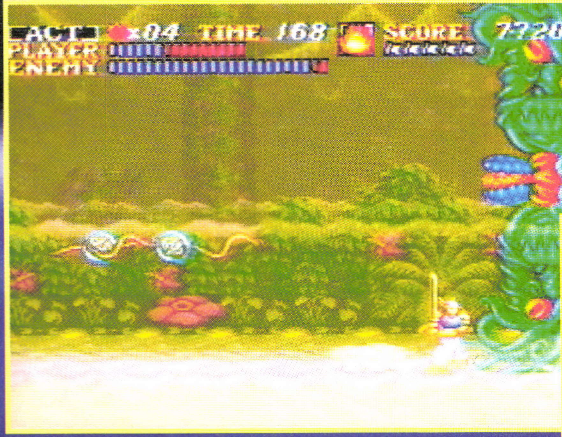
After clearing away the sand, you'll find an ancient pyramid. Before entering it, cause an earthquake. One of the walls will fall off and your people will find an important item in the rubble.



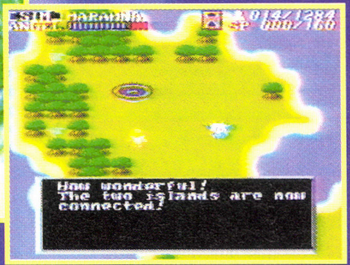
The boss of Act 2 is a giant floating head that attacks by stomping down on you. Lure it to the floor and then strike it about three times. Dodge its arrows and repeat the process.



After Kasandora you travel to Marahna, a misty land overrun with plant life. Take the upper path to find this one-up. If you should die and repeat the stage, it will still be there.

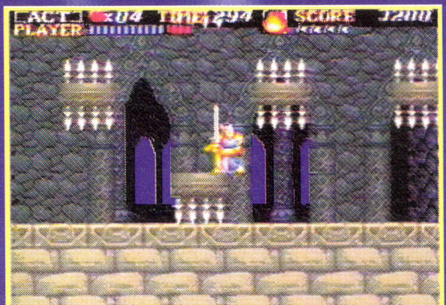


This wall of man-eating vegetation can be very frustrating. Lure its tentacle to the far left, then run back to the right and swipe at its mouth.

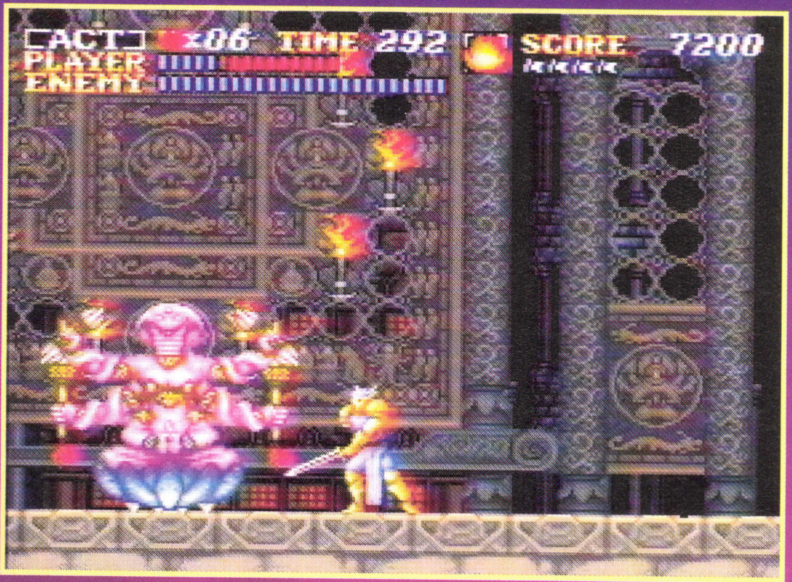


How wonderful!
The two islands are now connected!

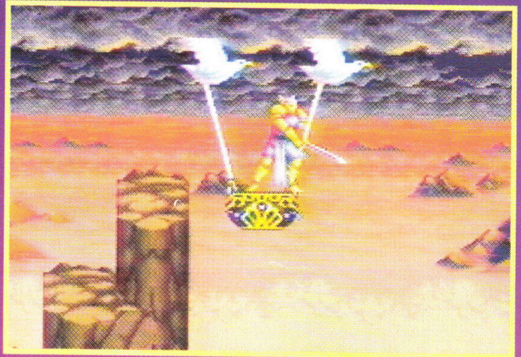
Marahna consists of two islands. Before you begin to build your town, cause an earthquake — this will bring the two islands together.



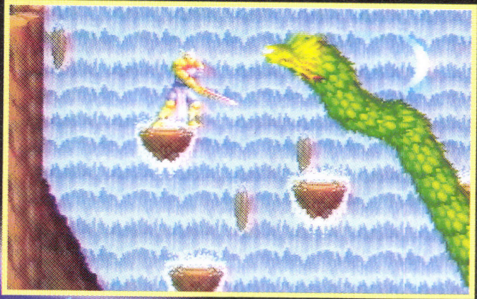
Spikes are everywhere in Act 2. You'll need to move over and under these platforms to safely reach the other side.



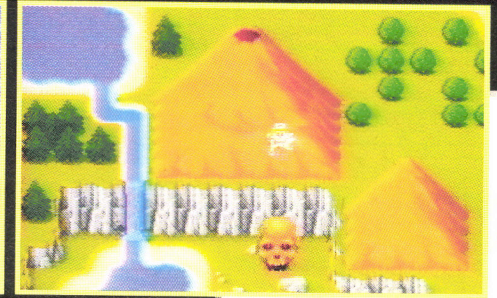
This boss has many different attacks at its disposal, but if you fight it correctly you'll only have to deal with one of them. Stand underneath the boss until it charges down at you. Quickly step aside and attack as it lands.



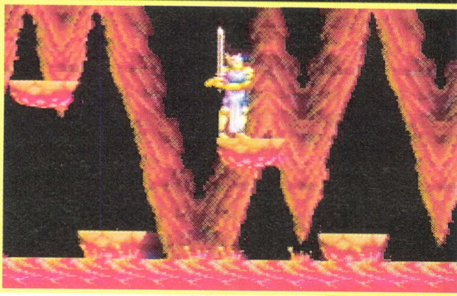
Act 1 of Aitos is made up of wide canyons that are impossible to cross without the help of these two birds. Watch out for attacks from below as they carry you across the land.



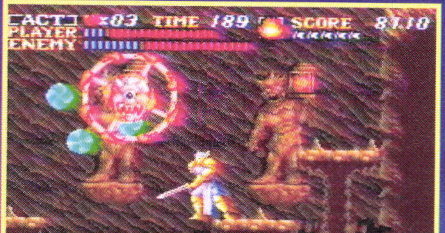
Upon reaching this waterfall, you'll be attacked by a huge serpent. Stand on the platform to the left and attack it as it flies by.



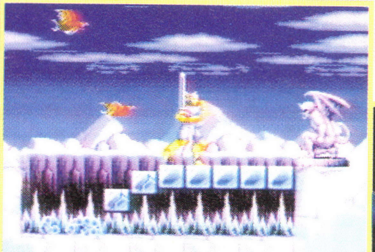
The monsters in Aitos are the toughest yet — this large skull can withstand a ton of arrows!



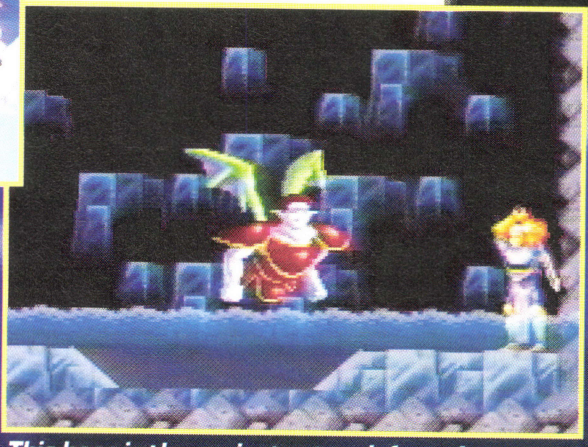
When crossing this lava pit, always try to stand on the highest platform. If you ride the lower ones, you're in for a hot bath.



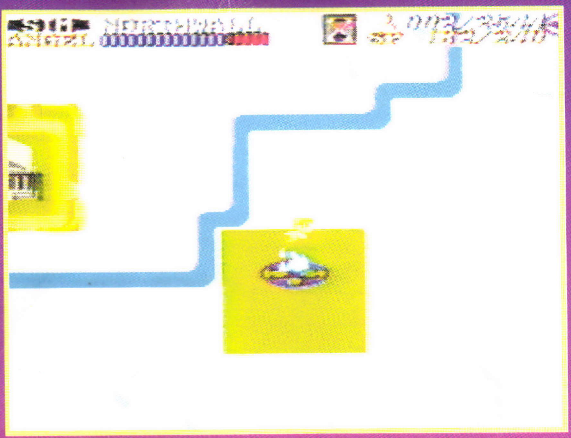
The boss of Aitos Act 2 attacks by rolling into you. As soon as the battle begins, you should jump up to the lower right platform. Simply stand there and slash at him.



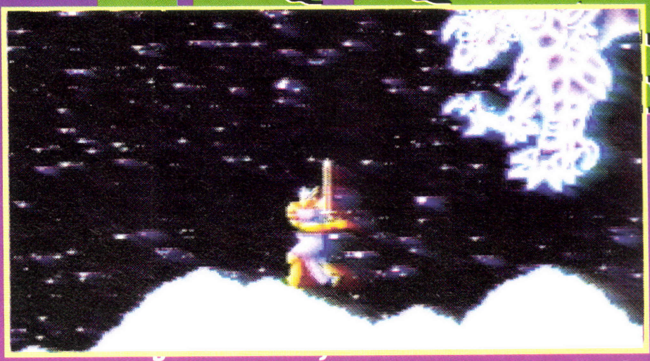
Next, it's on to the land of Northwall. Be careful — the bridges melt under your feet. Move fast to avoid the spikes below.



This boss is the easiest yet to defeat. Just stand in the right corner and attack him as he swoops down at you.

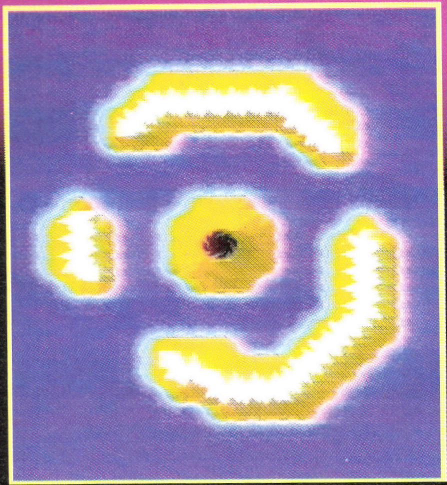


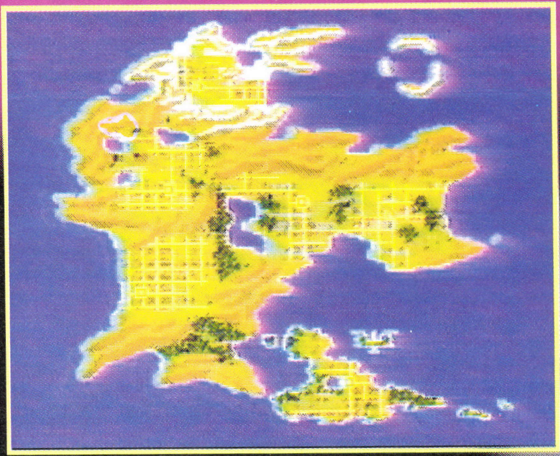
In order to build anything in Northwall, you'll need to get rid of the snow and ice. Use sunshine to melt it all.



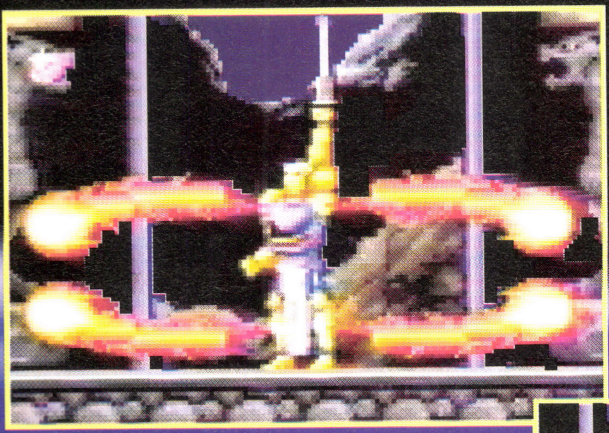
Act 2. He's one of the toughest bosses so far, but he quickly melts away when attacked with the proper magic.

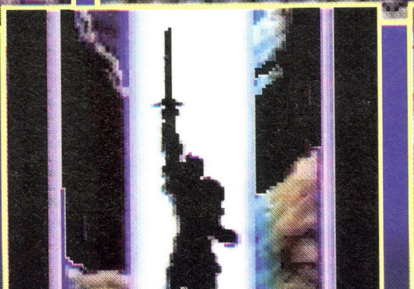
After you complete Northwall a large volcano will rise from the ocean. Legend refers to it as the Death Heim. Inside it lies your final challenge.

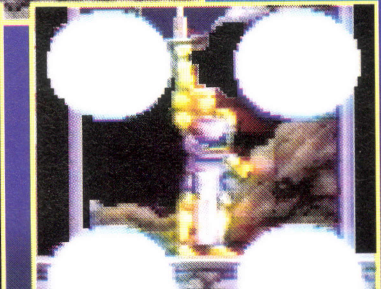




Here is the whole world as seen from above. Use this picture to plot your conquests.







Before venturing into the Death Heim, be sure you've found all four magic attacks. Their locations are an ancient secret, and finding them will prove to be a challenging task.

SIM CITY

KEYS TO THE CITY

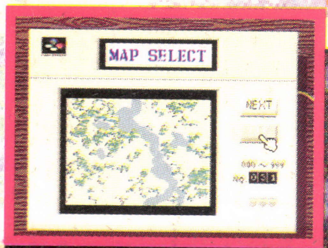
MATTHEW A. FIRME

Sim City is just what it sounds like — a simulated city that you design and govern! You're the mayor, deciding where to build neighborhoods, shopping centers, and industrial parks. You set the tax rates, build roads and railways, and choose where houses and factories are built. It sounds like fun, and it is — but it can get complicated, too.

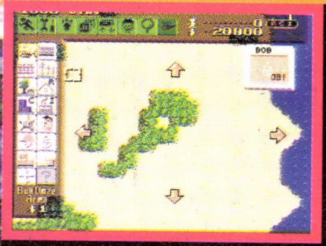
You begin the game with a barren landscape and just enough money to get things rolling. At first, you might lay out a single road, a factory, a commercial block, and a small neighborhood. As Sims (simulated people) move in and start living and working in your small town, you then expand neighborhoods, and maybe add a few new businesses and a factory or two. But just when your town becomes a thriving city, you notice something new. Traffic jams. Crime. Pollution. People begin leaving your city, and you must fix the problems before your city becomes a ghost town.

No, being the mayor isn't as easy as it might seem. Luckily, you can draw on the experience of Dr. Wright, *Sim City's* built-in answer man. He can give you some idea of what steps to take when trouble arises. The best way to build a healthy city, however, is to plan ahead so that problems don't arise in the first place.

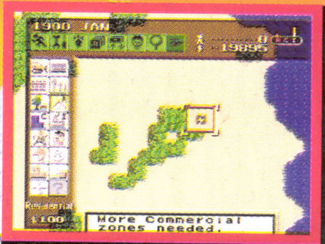
Sim City is a terrific game, based on one of the best-selling PC titles of all time. The Super Nintendo version is every bit as good as the computer original, and it even boasts features the original didn't have. In the SNES game, you're occasionally awarded gifts to place around your city. These perks not only add to your city's value, but they also can create extra money for future expansion. If you can build a city of 500,000 people, you get the greatest gift of all — a statue of Mario for the town square!



Before you begin your city, you must select a piece of land. *Sim City* gives you a choice of 999 possible sites, ranging from islands to river valleys.

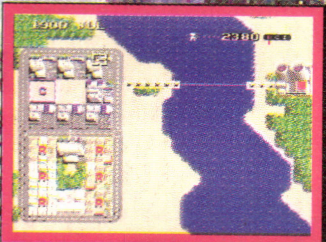


Once you have picked a site, scroll around the land for a close look. It's best to begin building near the center of the map — the inset that appears as you scroll helps you find the center.

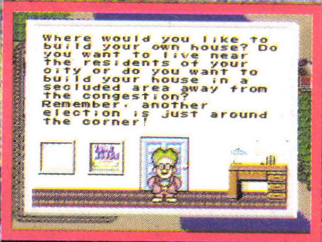


More Commercial zones needed.

As mayor, you don't actually build each house and business. Instead, you lay down one of three zones — either residential, commercial, or industrial. A zone is roughly one city block, and only construction of the type you've authorized can be built in that block.

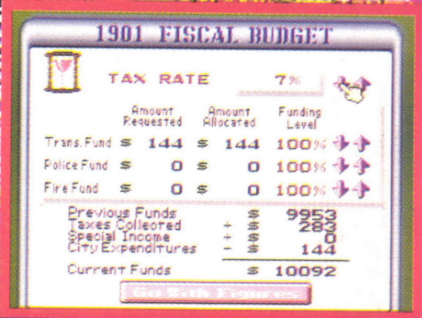


Here, a small town is springing up from the once-empty land. Every town needs a power plant, and in this case a nuclear plant was chosen. It's across the river from the town — just in case there's a meltdown!



Where would you like to build your own house? Do you want to live near the residents of your city or do you want to build your house in a secluded area away from the congestion? Remember, another election is just around the corner!

Once your town has a population of 2,000 people, you get to build a home of your own. If you locate your home in a residential area, surrounding property values rise.



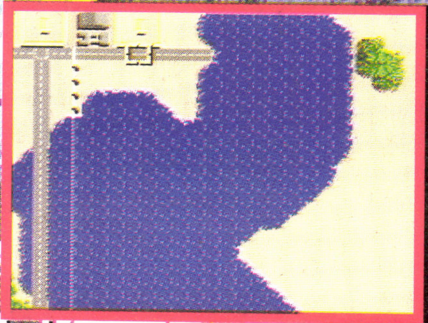
1901 FISCAL BUDGET

TAX RATE 7%

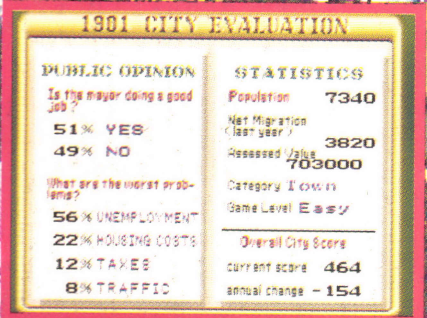
	Amount Requested	Amount Allocated	Funding Level
Trans. Fund	$ 144	$ 144	100%
Police Fund	$ 0	$ 0	100%
Fire Fund	$ 0	$ 0	100%

Previous Funds	$	9953
Taxes Collected	+ $	283
Special Income	+ $	0
City Expenditures	− $	144
Current Funds	$	10092

The fiscal report at year's end indicates how much money your city's government took in (from Sim taxes), and how much it spent (on maintaining roads, police departments, and so on). The higher your city's property values, the more tax money you receive.



As this city's second year begins (notice how the scenery changes to reflect January's snow), it's time to build some industries. Industry creates jobs, but with it comes crime and pollution. It's best to move industrial areas away from residential zones.



1901 CITY EVALUATION

PUBLIC OPINION

Is the mayor doing a good job?

51% YES
49% NO

What are the worst problems?

56% UNEMPLOYMENT
22% HOUSING COSTS
12% TAXES
8% TRAFFIC

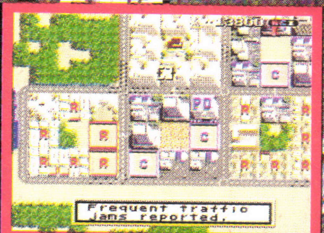
STATISTICS

Population 7340
Net Migration (last year) 3820
Assessed Value 703000
Category Town
Game Level Easy

Overall City Score

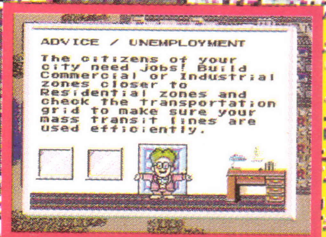
current score 464
annual change −154

Listen to your Sims! Your citizens tell you what they consider the biggest problems, and anything on which more than 20 percent of the Sims agree should be immediately addressed. To improve housing and employment, you must build more residential and commercial zones.



Frequent traffic jams reported.

A growing city can quickly develop traffic problems. If there aren't enough roads — or if the roads are laid out in a disorganized way — traffic can become so bad that people leave your city.

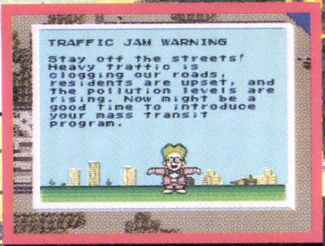


ADVICE / UNEMPLOYMENT

The citizens of your city need jobs! Build Commercial or Industrial zones closer to Residential zones and check the transportation grid to make sure your mass transit lines are used efficiently.

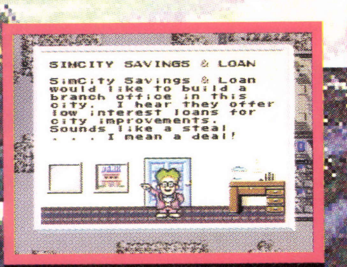
If you're not sure how to handle a problem, ask Dr. Wright for some advice.

SIM CITY


TRAFFIC JAM WARNING

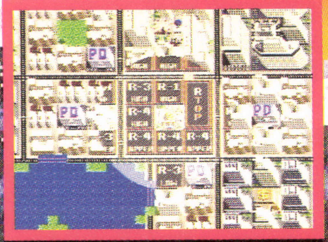
Stay off the streets! Heavy traffic is clogging our roads, residents are upset, and the pollution levels are rising. Now might be a good time to introduce your mass transit program.

Uh-oh, traffic's really piling up! In addition to being dangerous, excessive traffic causes pollution. There's only one thing to do — build a rail system. In fact, you might want to build your entire city using only rail transportation!

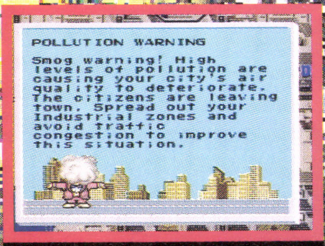

SIMCITY SAVINGS & LOAN

SimCity Savings & Loan would like to build a branch office in this city. I hear they offer low interest loans for city improvements. Sounds like a steal . . . I mean a deal!

When your city treasury gets low, a gift appears — the bank. By placing the bank in a commercial area, you boost property values. You can also borrow money from the bank to make further improvements.



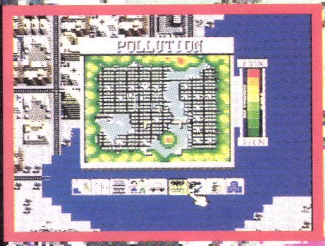
It's best to earn money for improvements by keeping property values high. Crime, pollution, and a number of other factors can affect your property value; use the magnifying glass to keep track of changing values.

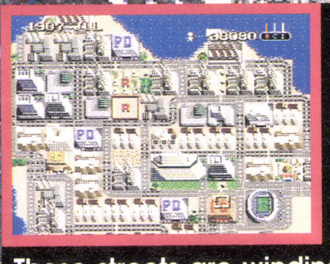

POLLUTION WARNING

Smog warning! High levels of pollution are causing your city's air quality to deteriorate. The citizens are leaving town. Spread out your Industrial zones and avoid traffic congestion to improve this situation.

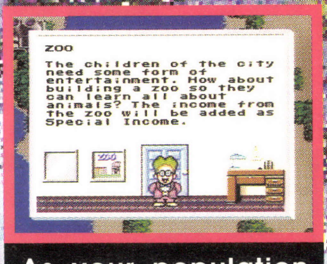
Pollution is one of *Sim City's* toughest problems. Industry, while necessary, produces lots of pollution. And if industrial zones are placed in clumps, the problem grows.

Use the Pollution Map to keep an eye on air quality. Here, the majority of the city is pollution-free. But the outer ring of pollution is growing, and the citizens are complaining.



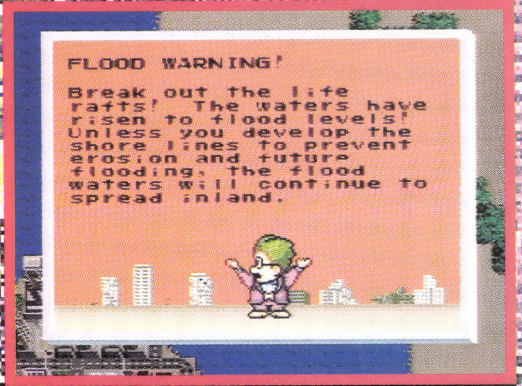


This city is an example of how *not* to build. If industries are located right next to neighborhoods, property values plum-met. These streets are winding and chaotic, with intersections everywhere. Bad planning is a recipe for failure.


ZOO

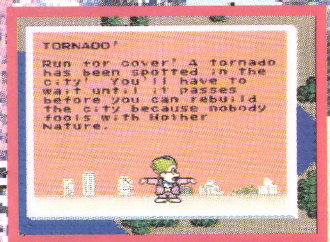
The children of the city need some form of entertainment. How about building a zoo so they can learn all about animals? The income from the zoo will be added as Special Income.

As your population rises, you receive recreational gifts like this zoo. A zoo really increases the value of a residential area.


FLOOD WARNING!

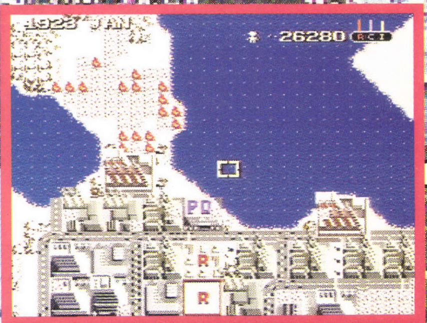
Break out the life rafts! The waters have risen to flood levels! Unless you develop the shore lines to prevent erosion and future flooding, the flood waters will continue to spread inland.

Speaking of failure, sometimes Mother Nature throws disasters at you doorstep, setting back your city's progress for years. Floods can spread across vast stretches of land, leaving only destruction when they recede.


TORNADO!

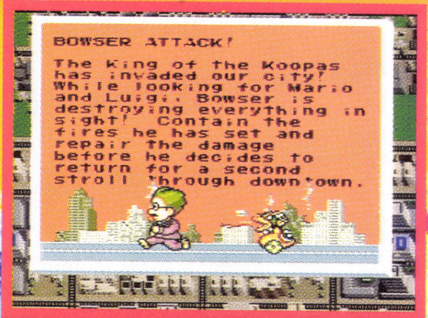
Run for cover! A tornado has been spotted in the City! You'll have to wait until it passes before you can rebuild the city because nobody fools with Mother Nature.

Tornados can whirl right through the heart of a city, destroying entire blocks and disrupting power and transportation to the rest of the city.



Fires occur by themselves or as off-shoots of other disasters. Any land that touches the fire can begin burning. If you face a fire, bulldoze everything around it until the flames burn themselves out.

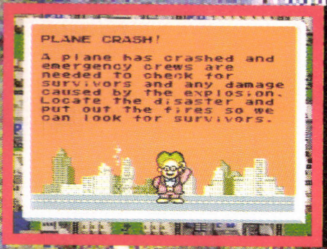
SIM CITY


BOWSER ATTACK!

The King of the Koopas has invaded our city! While looking for Mario and Luigi, Bowser is destroying everything in sight! Contain the fires he has set and repair the damage before he decides to return for a second stroll through downtown.

Godzilla, watch out! Sometimes Bowser, the Koopa King, rampages through the city, leaving an unbelievable wake of destruction.

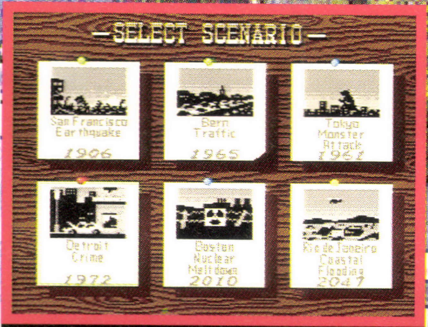
If you come under Bowser attack, move quickly to isolate fires and restore power.


PLANE CRASH!

A plane has crashed and emergency crews are needed to check for survivors and any damage caused by the explosion. Locate the disaster and put out the fires so we can look for survivors.

Airports are good for the economy, but planes can sometimes crash. If an accident is reported, you must immediately put out the flames.

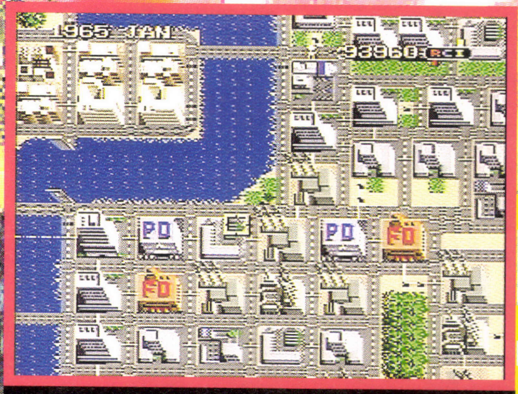
In San Francisco, an earthquake devastates your land. You have ten years to rebuild.


—SELECT SCENARIO—
San Francisco Earthquake 1906
Bern Traffic 1965
Tokyo Monster Attack 1961
Detroit Crime 1972
Boston Nuclear Meltdown 2010
Rio de Janeiro Coastal Flooding 2047

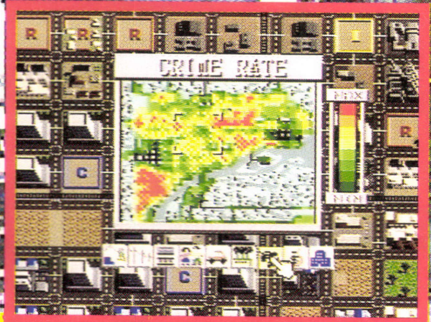
In addition to letting you create your own city, *Sim City* lets you try your hand at fixing six real cities with serious problems.

1961 FEB
110320

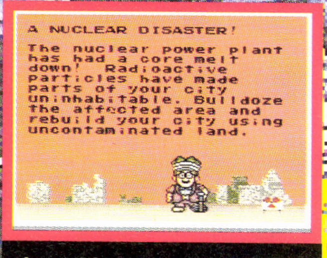
Tokyo is ravaged by the monstrous Bowser. You must work long and hard if the city is to survive.


1965 JAN
93960

Traffic in the city of Bern is so bad that people are leaving in droves. Can you straighten things out?

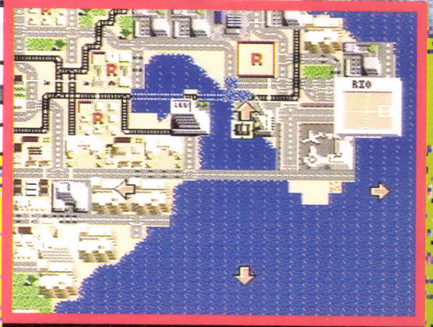

CRIME RATE
MAX
MIN

Crime is out of control in Detroit. Don't look for Robocop's help—you're the mayor, so it's all up to you.


A NUCLEAR DISASTER!

The nuclear power plant has had a core melt down! Radioactive particles have made parts of your city uninhabitable. Bulldoze the affected area and rebuild your city using uncontaminated land.

A nuclear power plant meltdown had left radioactive waste all over Boston. Isolate the radiation until it becomes harmless.



Rio De Janeiro is flooding. Build up the shores and repair the damage.

First things first: the graphics in *E.D.F.: Earth Defense Force* are flat-out sensational. You fly and fight against scrolling, three-dimensional backgrounds of clouds, desolate cities, outer space, and planetary cores. The lighting effects are dramatic, the colors are rich, and the sound effects are thunderous.

But on the other hand, this is a classic if-it-moves-blast-it shooter, with no pretention to an original storyline. A mysterious organization known as AGYMA is plotting the destruction of Earth and has, to further its sinister designs, established six bases throughout the galaxy. As the ace pilot of the Earth Defense Force, you must take command of the advanced XA-1 fighter, blast your way into all six AGYMA strongholds, and destroy the six bosses who control the evil empire.

The bosses are, of course, protected by thousands of warships and mechanized weapons, including some very unusual types such as flying hands that launch fireballs, deadly mechanized bees, flying tanks with wings, and so on. It's worth spending some time in the demo mode to see what's ahead — sections of the demo show you excerpts from five of the game's six stages.

It's easy to tell when you're about to approach a boss because lightning begins to flicker on-screen. Some levels also have a sub-stage boss just to get you warmed up for the big one.

You're protected by shields (from one to three, depending on how you configure the game at the beginning) and by rotating satellite ships that spin around your fighter, deflecting a certain percentage of the incoming fire. Since they're indestructible until your ship explodes, the satellites are particularly valuable. However, although you can use the satellites to ram enemy vehicles, it requires great finesse and lightness of touch to employ them.

Your XA-1 has access to eight kinds of weapons, but since you can't change weapons in mid-mission, you need to be able to anticipate which weapon will be most effective for the challenges immediately ahead (another reason to study the demo!). As your battle experience increases, so does the firepower of your weapons — a fact clearly reflected in the graphics. Each time you destroy an enemy craft, the power level bar (top center) increases. Each time it fills up, your power jumps one level, even if you're still in the same stage of the game.

When all your shields are blasted, your XA-1 begins to burn and gradually goes into a long, final dive. You have four ships at your disposal, and each time you lose one, you have the choice of continuing with a new ship or starting over.

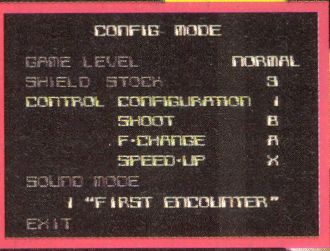
There are plenty of other shooters on the market with the same basic idea, but none looks more sensational than this one. *E.D.F.* is about as hot and fast as a shooter game gets. Win this one, and you can call yourself Thunder Thumbs.

Galactic Shooting with…

EARTH DEFENS

SNES
Jaleco

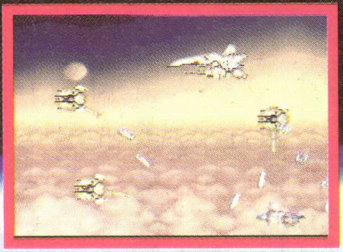
E.D.F.



```
        CONFIG MODE

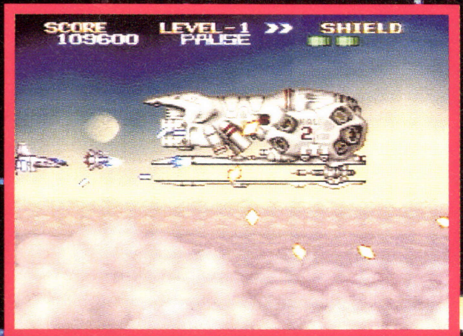
GAME LEVEL              NORMAL
SHIELD STOCK                 3
CONTROL CONFIGURATION        1
          SHOOT              B
          F-CHANGE           A
          SPEED-UP           X
SOUND MODE
    1 "FIRST ENCOUNTER"
EXIT
```

Don't forget to visit the Options screen before jumping into the game.

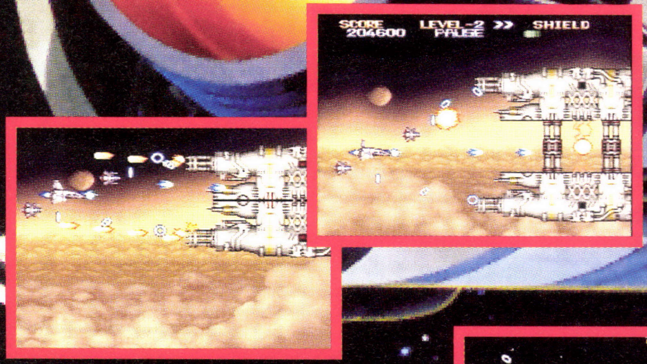


These flying turrets in stage 1 are among the most dangerous enemies in the game. If two or more are on-screen at once, all you can do is dodge them while using your homing weapon to track them down

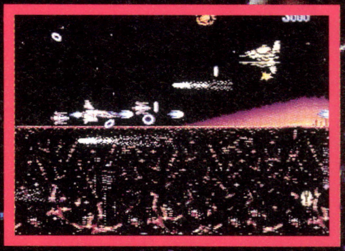
Jaleco; 310 Era Drive; Northbrook, IL 60062



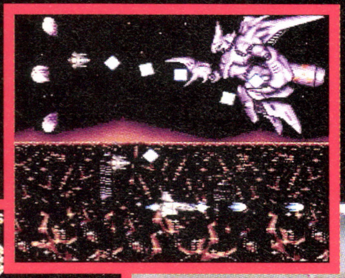
To defeat the sub-boss of stage 1, stay in front of him, threading your ship between his shots. He rotates several times and charges at you when he's seriously damaged — be prepared to evade him.



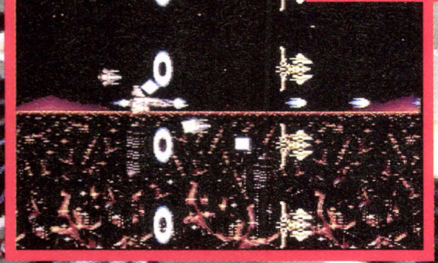
Stay between the boss's Gatling gun turrets. After you destroy those guns, his outer shell splits, revealing a glowing nucleus — pour your fire into that spot.



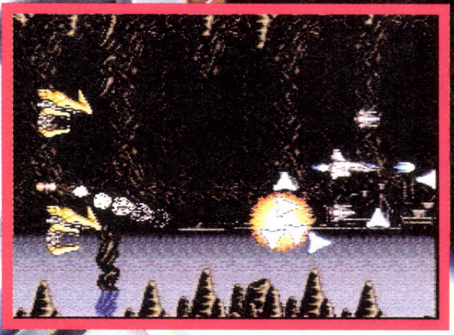
Your homing weapon is also valuable in stage 2. The safest place to fly is just above the horizon.



Use the satellite ships against this formidable stage 2 boss, spreading them out so you can hit him with three streams of fire.



Watch out for these ships, which extend a pair of arms *before* they start to fire. If you must dodge enemy fire, return to the center line as soon as possible.

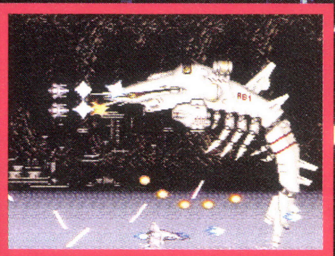


In the Deep Blue Cave (stage 3), you're attacked from behind by dragon-like ships. Again, spread your satellite vessels out.

E FORCE

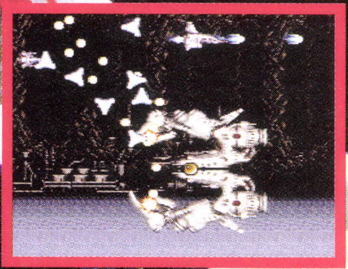
William R. Trotter

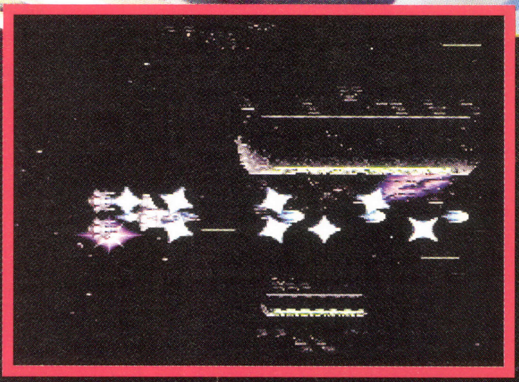
EARTH DEFENSE FORCE



The watery stage 3 boss resembles a giant metallic lobster. Once again, let your satellites blast him while you dodge. Make sure he doesn't cut off your maneuvering room.

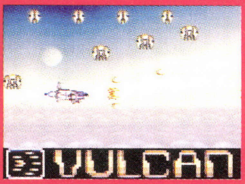
Let your satellites do the main work on this crablike sub-boss, while you concentrate on staying out of his way — especially if you're down to one shield.





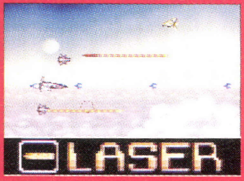
Stage 4 takes place in outer space. Don't be distracted by the spaceship that slowly scrolls forward from the background.

Weaponry



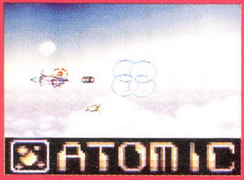
VULCAN

The vulcan's shots spread out in a fan-shaped pattern



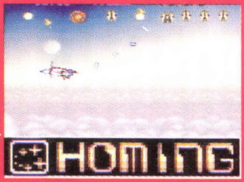
LASER

The laser concentrates its fire in a narrow beam, but inflicts severe damage at the point of impact.



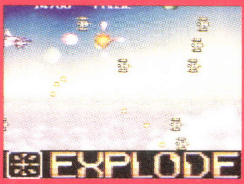
ATOMIC WEAPON

While not effective against lasers, the atomic weapon fires projectiles that explode on impact over a wide area, inflicting damage on ships within its radius.



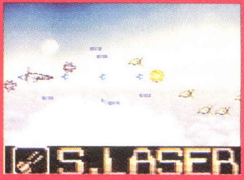
HOMING WEAPON

The homing weapon does just what the name implies. It's possibly the best all-around weapon you can use.



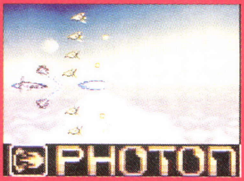
EXPLODE WEAPON

The explode weapon works more or less like the atomic, except that it can't be detonated by enemy fire.



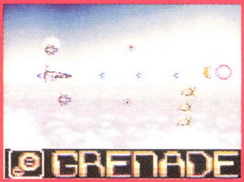
SEARCH LASER

Search laser blasts home in on the closest enemy ship — this weapon can be very useful in tight spots.



PHOTONS

Although relatively slow-firing, this is a very potent weapon.



GRENADES

These space mines explode at timed intervals or when touched by the enemy.

Electronic Arts; 1820 Gateway Drive; San Mateo, CA 94404

MADDEN ON MADDEN

Brian Carroll

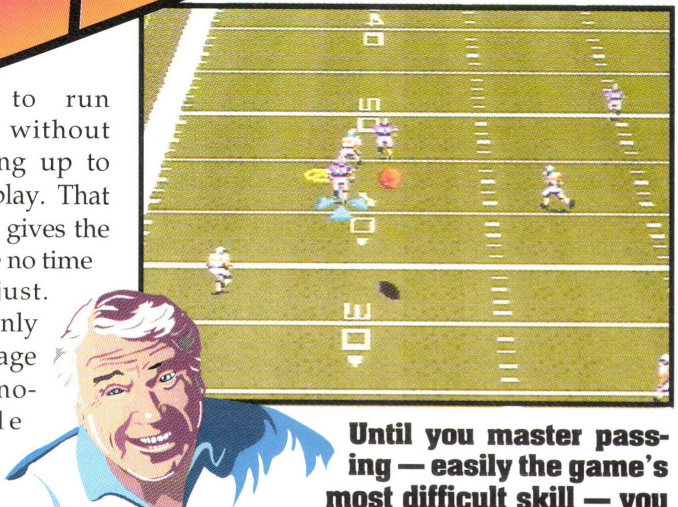
For years, sports commentator John Madden has teamed up with Electronic Arts to produce various versions of *John Madden Football*. It's been a great combination — in fact, last year's Sega Genesis version (*Game Players* Best Sports Game of 1990) has already sold more than 200,000 copies. Madden considers the Super NES game the best yet.

"It's another step, another level," Madden, former coach of the Oakland Raiders, says. "I mean the graphics are incredible, and we've added two new things — the no-huddle offense and the run-and-shoot."

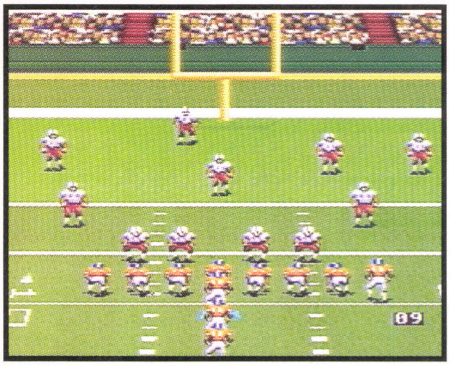
The no-huddle offense allows teams to run plays without huddling up to call a play. That usually gives the defense no time to adjust. "The only advantage of a no-huddle offense is if you can keep the defense off the field," he says. "I want to catch you in a run defense, for example, when I'm going to throw a pass."

The run-and-shoot is a wide-open, pass-dominated offense that uses four wide receivers and no tight ends. The receivers do the running; the quarterback does the shooting.

Madden says he added these offensive tools to



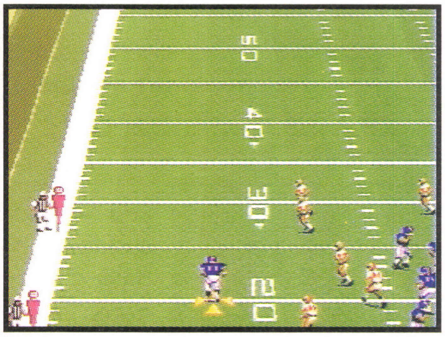
Until you master passing — easily the game's most difficult skill — you can let the game system execute the plays you call. After the snap, sit back and observe how the play develops.



You have several formations and plays from which to choose, so keep the defense guessing by mixing it up. The more unpredictable you are, the more successful you're likely to be — particularly against the computer teams.

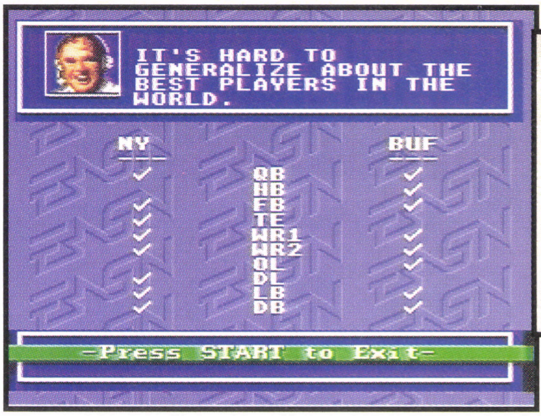
tools to make sure that innovations in the sport of football are reflected in his videogames. "What we're trying to do is add diversity," he says. "It's up to me to make sure that the videogame is the same game the pros play on Sunday. These new things have impacted the sport."

Although these additions improve game play in the SNES version of *John Madden Football*, fans may be disappointed in the game's graphics. Instead of building a new *Madden* for the SNES, the designers adapted the Sega Genesis game — and the result just doesn't look as good as the Genesis videogame. The animation is choppy (a big drawback in sports simulations) and really detracts from the game's realism and playability of the game.



If you're a New York Giants fan, you know you should go with a ball-hogging running game and a short-yardage passing attack.

Stat-followers will be glad, however, to see *John Madden's* 29 pro teams (including the All-Madden All-Stars) that reflect the skills and attributes of real NFL players. For instance, defensive players are rated for their hitting ability, and quarterbacks are ranked based on how well they scramble.



IT'S HARD TO GENERALIZE ABOUT THE BEST PLAYERS IN THE WORLD.

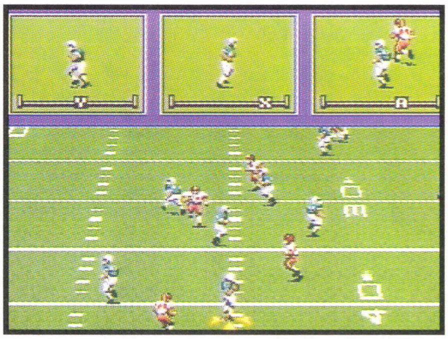
NY		BUF
✓	QB	✓
	HB	✓
✓	FB	✓
✓	TE	
✓	WR1	✓
✓	WR2	✓
	OL	✓
✓	DL	
✓	LB	✓
✓	DB	✓

-Press START to Exit-

Before playing, check out the scouting report on your opponent. It's an easy way to uncover unsuspected weaknesses.

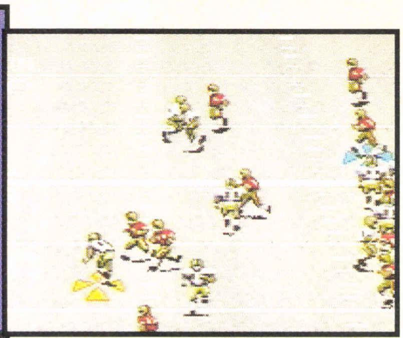
There are almost 200 plays from which to choose, but, Madden says, you don't have to be a football fanatic to play. "I wanted players from kids to pros to be able to take it to any level."

Kids and pros alike will enjoy the fun, fast-pased, realistic football *John Madden* delivers. A great way to liven up play on defense is to try the Teammates mode, which allows two people to play on the same team. Passing can be tough to master, but try starting out with short, quick pass plays until you get a handle on the way the game executes the plays you're calling. Once you're consistently completing short passes, you can start calling deeper pass plays.

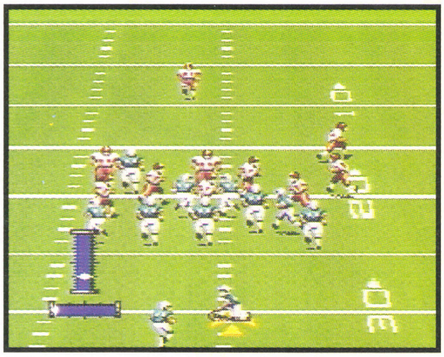


But if you're coaching Miami, you should use the strong arm and quick release of the quarterback on deep pass routes.

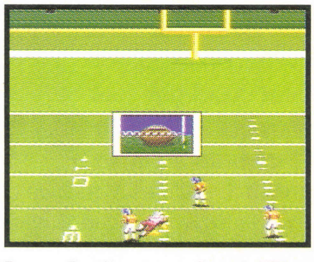
Madden's not surprised to find the game that bears his name a hit. In fact, he knows of NFL players who play *John Madden* "all the time." Stephen Baker, a wide receiver for the 1991 Super Bowl champion New York Giants, is one of those fans. "He always likes to be Denver," Madden reveals. "He likes the wide receivers and having John Elway throwing the passes. Baker wants to pass on every down."



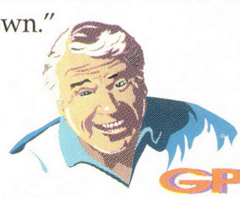
Weather conditions do affect performance, so adjust your play selection accordingly. If you're playing on snow and ice, a heavy dose of running plays is recommended.



Aim your kicks with the directional pad of your controller — especially on field goal attempts where the ball is placed on the right or left hash marks.



When a team's close to a first down, the officials call for the chains — just like they do on TV.



Hanna-Barbera
PRESENTS...

THE FLINTSTONES®:

BEDLAM IN BEDROCK

Taito; 390 Holbrook Drive; Wheeling, IL 60090

Vince Matthews

YABBA DABBA DO! IT'S FRED'S 30TH BIRTHDAY, AND WHAT BETTER WAY TO CELEBRATE THAN WITH AN NES ADVENTURE? UNFORTUNATELY, THE PARTY IS PUT ON HOLD WHEN A 30TH-CENTURY TIME TRAVELLER DINOSAUR-NAPS DINO AND HOPPY! TO RESCUE THE PRIZED PETS, FRED CALLS ON GAZOO, HIS ALIEN FRIEND. GAZOO HAS A TIME MACHINE OF HIS OWN, BUT THE PIECES ARE SCATTERED ALL OVER BEDROCK. BEFORE FRED CAN HEAD INTO THE FUTURE, HE MUST FIND THE PIECES AND REASSEMBLE THE MACHINE.

FOLLOW OUR STEP-BY-STEP TACTICS AND DIAGRAMS, AND YOUR MODERN STONE AGE JOURNEY SHOULD BE A SNAP. DON'T FORGET TO GET ADVICE FROM WILMA, BARNEY, AND BETTY. THEY, LIKE THE REST OF BEDROCK, ARE COUNTING ON YOU.

THE FLINTSTONES®
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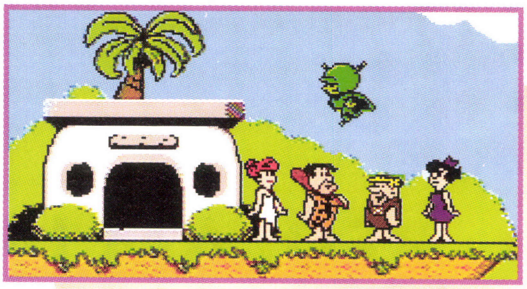
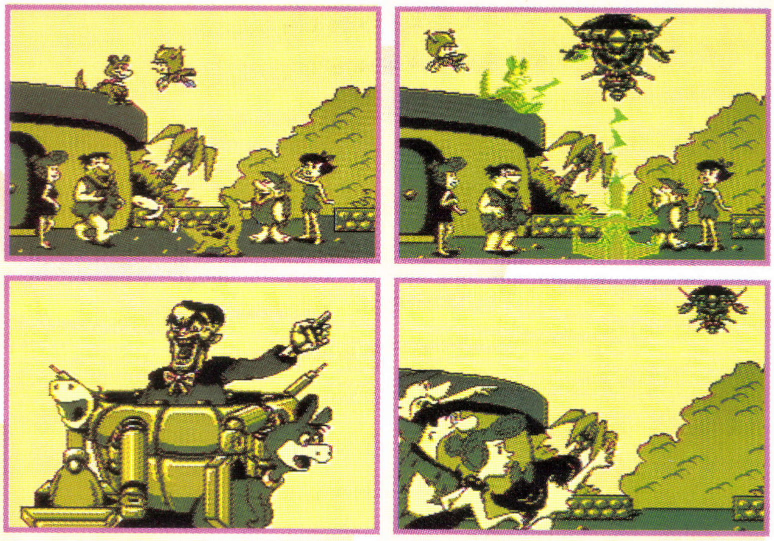
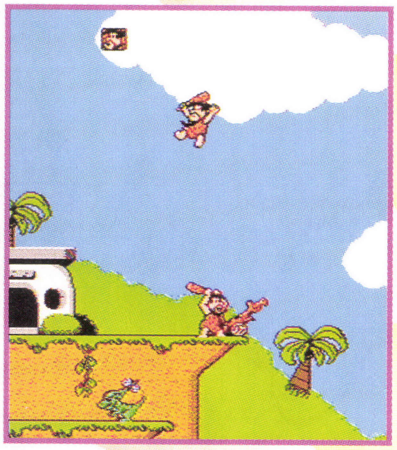
MEET THE PLAYERS



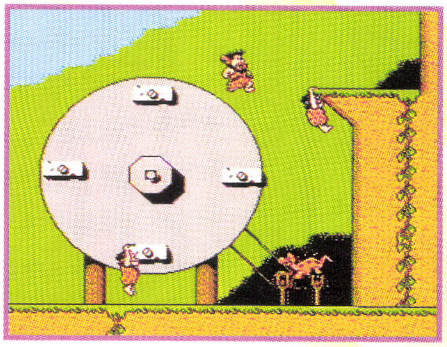


The evil Dr. Turner has taken Dino and Hoppy into the future! Fred must rebuild Gazoo's time machine to get them back.

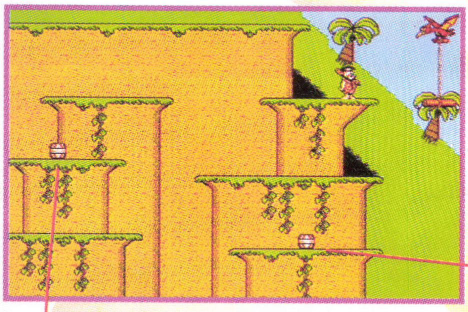
BEDROCK



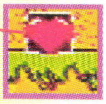
Even though the game has an unlimited continue feature, it's still a good idea to grab any one-ups. If you stand on this dinosaur's tail and whack him in the head with your club, he catapults you into the clouds to grab a one-up.



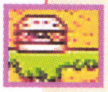
Follow in Fred's footsteps and grab the ledge at the last possible second.



Before riding this pterodactyl across the ravine, carefully check for extra power-ups on your left.

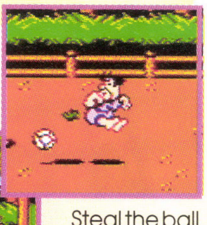


A heart replaces any empty heart in Fred's health meter.

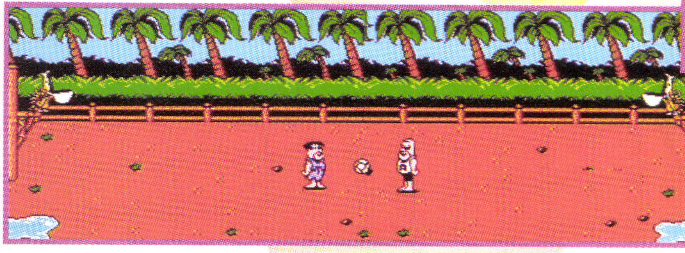


The Bronto Burger increases Fred's strength.

BEDROCK BASKETBALL COURT

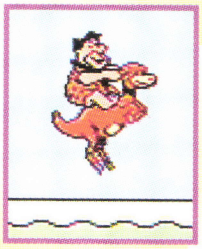


Steal the ball with a Bedrock body blow!

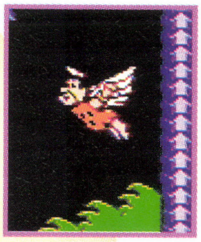


You've got to beat Hard-Head Harry on the court before you can lay your hands on Gazoo's gifts. You need every one of the gifts early in the game, so shoot a few hoops whenever you get the chance.

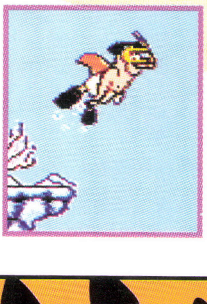
GAZOO'S GIFT'S



Jumpers: Harry's Hoppasaurus helps Fred jump to places he can't reach alone.

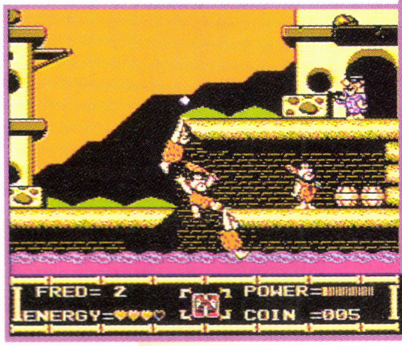


Wings: Fred uses the wings to fly over deadly objects or ferocious animals.



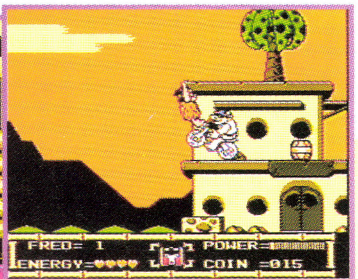
Flippers: When Fred goes for a dip in Lake Bedrock, he needs his diving gear — and Hard-Head Harry's got it!

DOWNTOWN BEDROCK-REEF ROCK



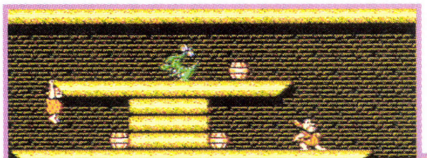
FRED= 2 POWER=
ENERGY=♥♥♥♥♡ COIN =005

Fred isn't as young as he used to be, so each jump and each ledge is a challenge. Swing down here to get the power-ups.

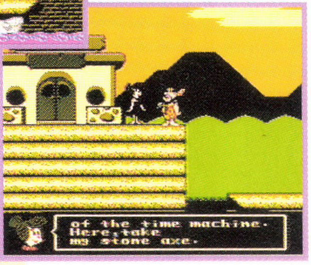


FRED= 1 POWER=
ENERGY=♥♥♥♥ COIN =015

Quickly jump up and grab this ledge to avoid the bully on the bicycle.



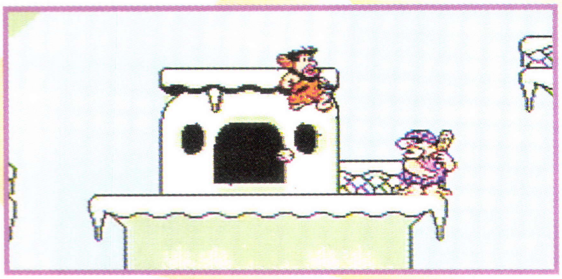
There are plenty of power-ups in the Bedrock sewers, but don't get greedy. Stay on the top level and keep up with the boat.

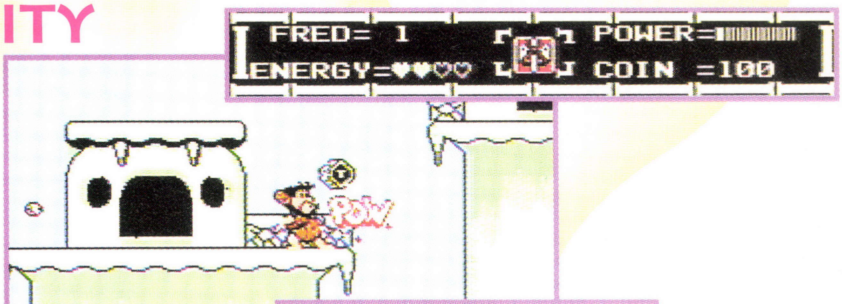


of the time machine.
Here, take
my stone axe.

Listen carefully to anything Wilma, Barney, or Betty has to say.

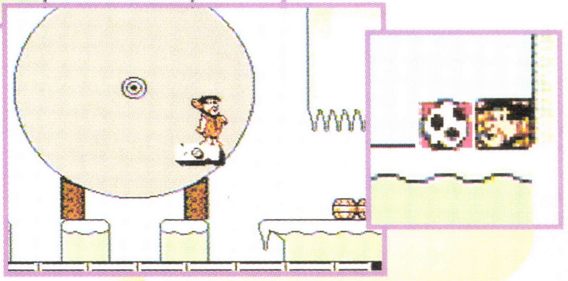
ICE CITY





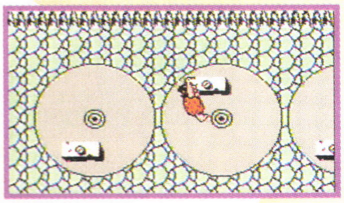
FRED= 1 POWER=
ENERGY=♥♥♡♡ COIN =100

Build your coin collection at the beginning of this stage with the help of this former Bedrock baseball great. Jump the base-balls and slide to a stop just in front of the kooky villain. Pop him once with your club, pick up the coin he drops, run to the left, then go back to the right — he'll have reappeared. Continue until you have the maximum hundred coins. You can use this technique on other stages as well.

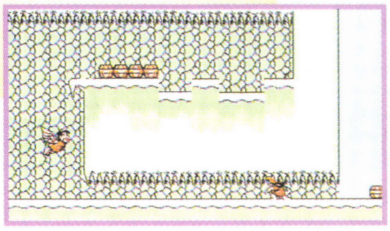


Before jumping up, go to the right and grab the extra Fred and exploding egg weapon.

YABBA-DABBA-DOO™

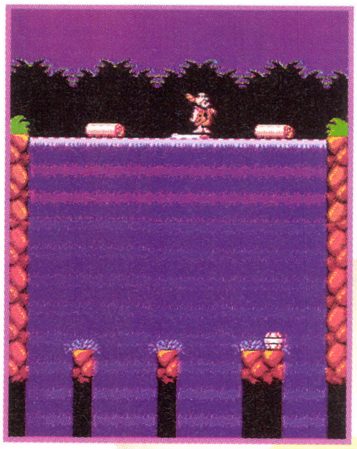


Don't jump to the platforms in the ice cave. Instead, walk carefully to the right and grab a platform, carefully timing your movements.

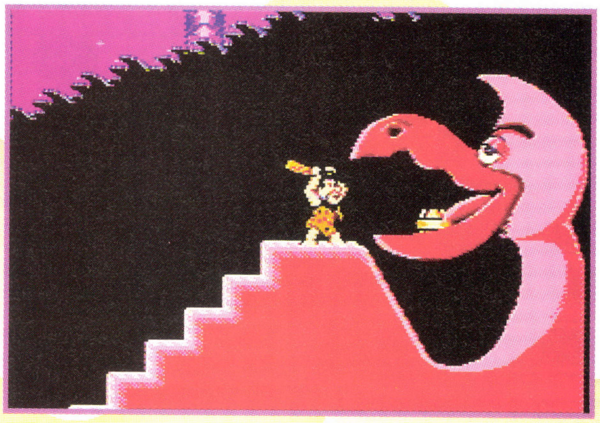


If Fred has wings, use them to fly to this secret power-up cavern, then hop back down and slide to safety. Don't forget to duck!

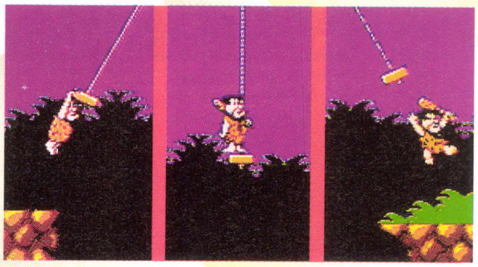
THE JUNGLES OF BEDROCK



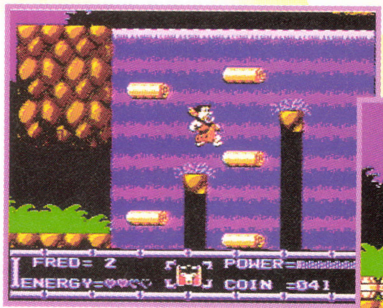
You can find hidden barrels of power-ups at the beginning of the second waterfall.



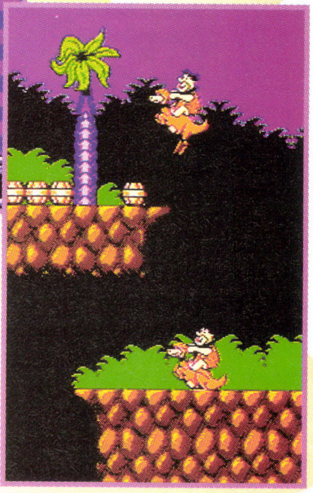
Pop this dinosaur on the nose to force him to open up — there's an extra life inside.



Every now and then a caveman must return to his wilder roots. Cross this water *a la Tarzan* — swing on the vines.

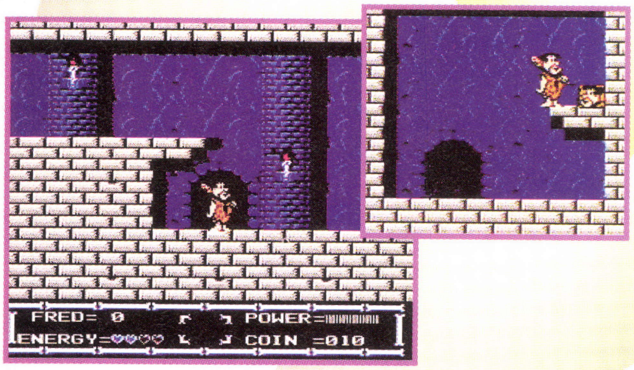


If Fred gets caught under these logs, he's swept over the falls.



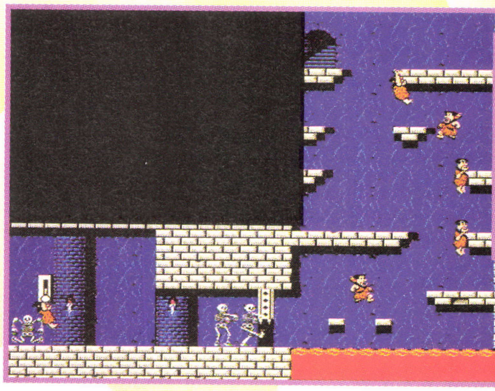
Before you fight the boss, use the hopp-asaurus to jump up here, then grab these goodies.

THE CASTLE OF BEDROCK

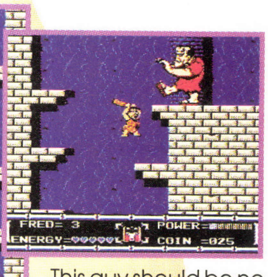


There's a hidden one-up inside this room.

ESCAPE THE LAVA!

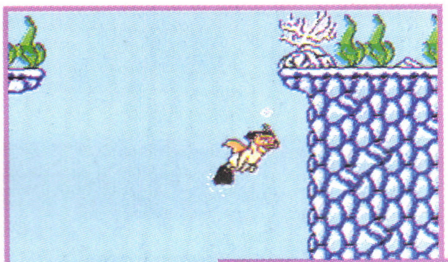


You have only seconds to escape the skeletons and lava once you pull the lever. Quickly run to the right and follow Fred.

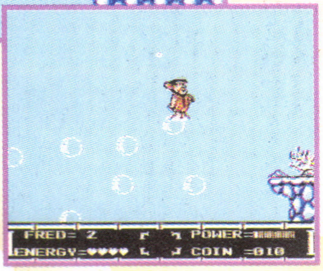


This guy should be no problem for Fred. Stand to the side, jump up and nail him with the club. Be careful not to get knocked off the left side.

LAKE BEDROCK

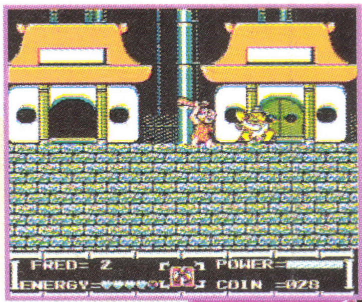


You need the diving gear to swim out of any bad situations.



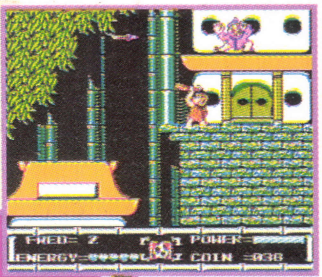
Air bubbles give you transportation across the floor of Lake Bedrock.

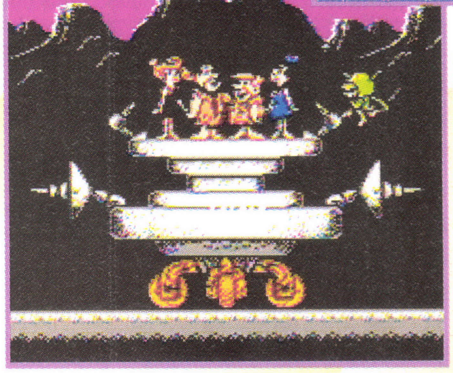
THE ISLAND



Use a fully powered club hit to take out these guys.

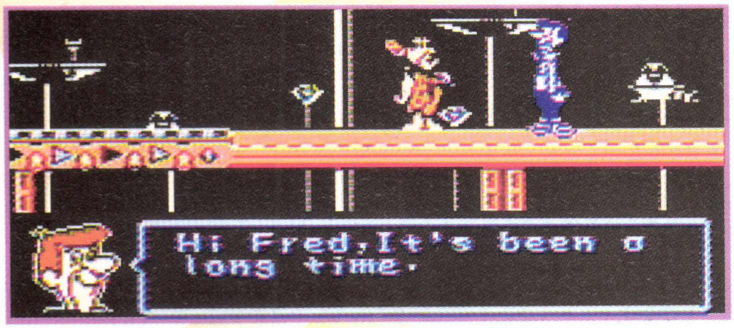
Attack the sword-swallowers from below.





You've finally found all the pieces to Gazoo's time machine! Now your journey *really* begins.

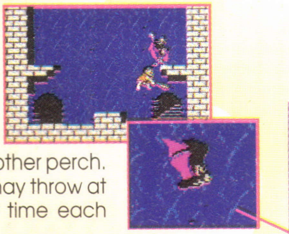
THE CITY OF THE FUTURE



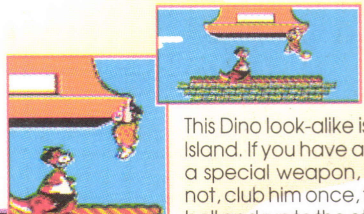
Hi Fred,It's been a long time.

The final stage of *The Flintstones* takes you into the future to rescue Dino and Hoppy. The same methods you used in Bedrock help you here. If you get into a bind, give Gazoo a call.

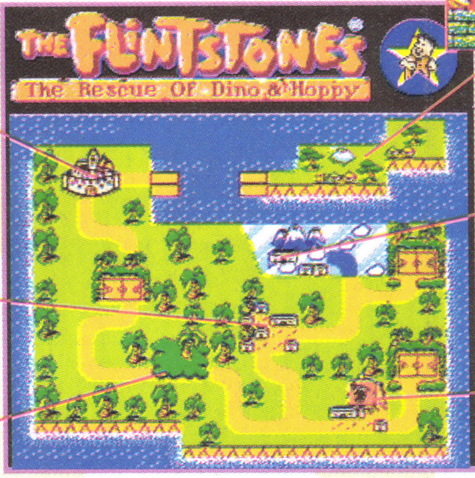
THE BOSSES OF BEDROCK

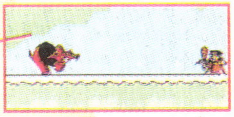


Count Rockula is the boss of the castle. Each time you attack him, he turns into a bat and tries to find another perch. Club any bats he may throw at you, and carefully time each attack.

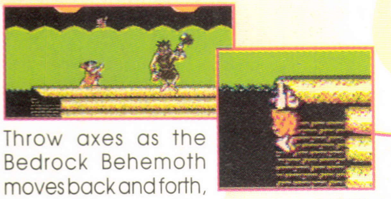


This Dino look-alike is the boss of the Island. If you have a lot of coins and a special weapon, use it on him. If not, club him once, then hop on the bell and run to the other side. Watch out for his tail and the fireballs he breaths.

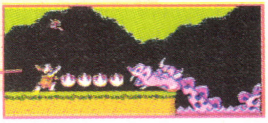




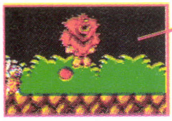
This mammoth elephant is the boss of the Ice City. As he charges you, use the Hoppasaurus to jump over him, then use the slingshot. Remember to build up coins!



Throw axes as the Bedrock Behemoth moves back and forth, then duck down at the edge to avoid his charge. Climb back up and continue attacking.



To defeat the first boss of Bedrock, quickly move up and hurl axes at his head, then dart back to the left and avoid his fiery breath. Continue the attack until he's beaten.



To beat this guy, stay in the corner and continue to swing your club. Hit back any coconuts he throws.

GP

RYU SWINGS ONTO GAME BOY IN

NINJA GAIDEN SHADOW

Selby Bateman

The *Ninja Gaiden* games have proved to be one of the most popular series of NES action-adventures. Since the three 8-bit *Ninja Gaiden* games have all been great successes, it's only natural that Tecmo would release a Game Boy version.

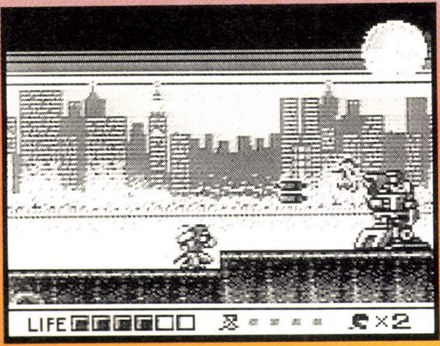
The designers of *Ninja Gaiden Shadow* have really captured the look and feel of the earlier NES games. The action is smooth and responsive, the graphics are good (by Game Boy standards), and the bosses at the end of each level are challenging. However, as is often the case with Game Boy translations, experienced *Ninja Gaiden* players may find *Ninja Gaiden Shadow* somewhat easier and shorter than the NES versions. The game's still a lot of fun, however, and newcomers to the *Ninja Gaiden* saga will have to keep their fingers busy to survive all five levels.

As in the other games in the series, you guide Ryu Hayabusa through multi-level horizontal and vertical areas to defeat a variety of villains. Your final goal is to defeat the evil Emperor Gulf. And just as in the NES versions, quick reflexes and the ability to learn the patterns of your enemies are the keys to success.

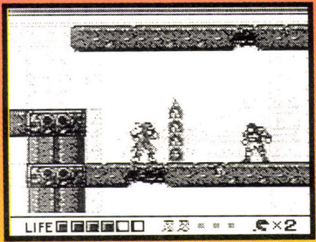
The action in *Ninja Gaiden Shadow* actually comes before the other three games take place — it's a "prequel" to the others. The game manual says this is an "opening chapter" in Ryu's career, which explains why his only weapons are his trusty dragon sword and the fire wheel, both of which are featured in other *Ninja Gaiden* games.

Ryu does, nevertheless, have an additional trick up his sleeve. If you press up on the directional pad of your controller while you press the A button, Ryu shoots a wire to the ceiling, a platform, or a pipe so he can climb or get out of the way — a cross between Bionic Commando and Spider-man.

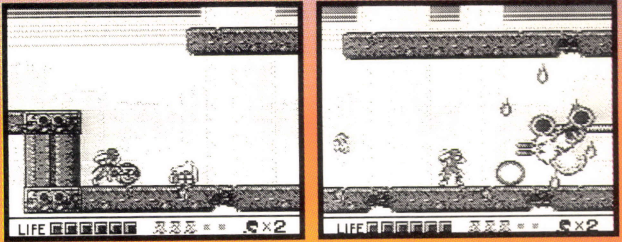
There's a lot to like in *Ninja Gaiden Shadow*, and it's sure to be a welcome addition to anyone's Game Boy library.



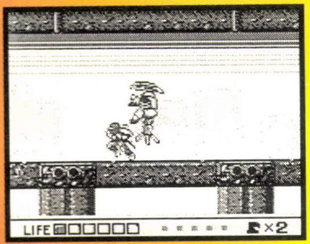
Stay below the rockets launched by the robot at right, then jump up between rockets to take out the mechanical villain.



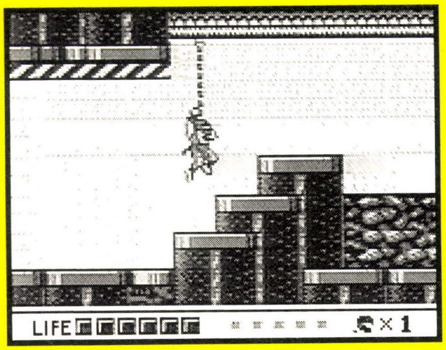
Robotic attackers crawl toward Ryu and give off a burst of flame when destroyed. Wait until the flame dies down, then advance.



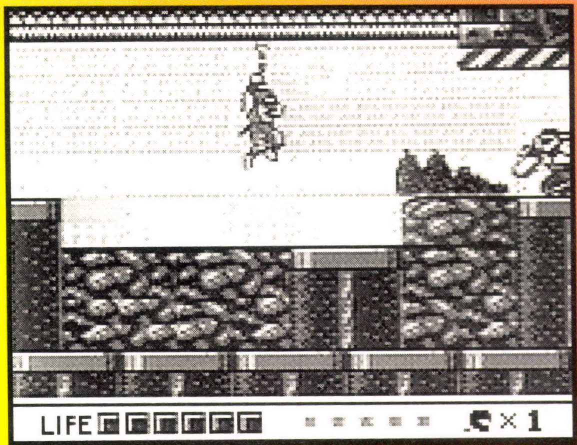
Ryu earns fire-wheel power by striking the Dragon Spirit crystal ball. When using the fire wheel, always try to destroy more than one enemy at a time.



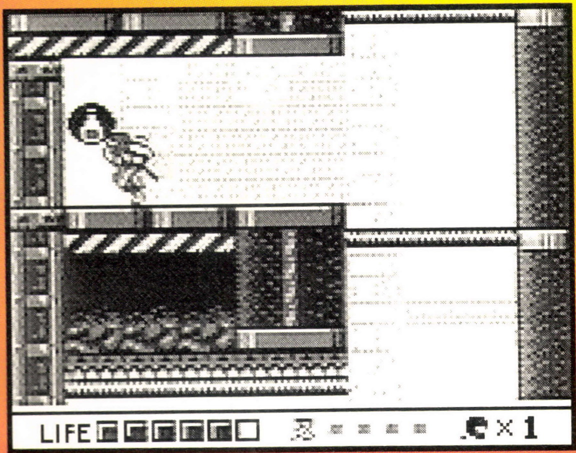
The spider cyborg boss at the end of the first level repeatedly jumps from the ceiling. Wait until he jumps, *then* quickly move out of the way and start slashing.



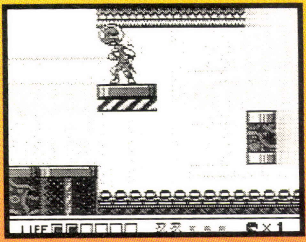
Learning when to use Ryu's "wire" is important in avoiding certain enemies and defeating several bosses.



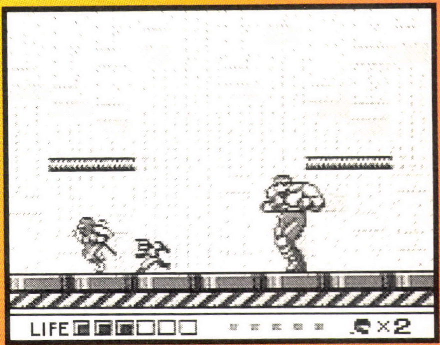
This enemy shoots a stream of fire that advances along the floor. Ryu must hang by the wire, then jump forward onto the platform on the right.



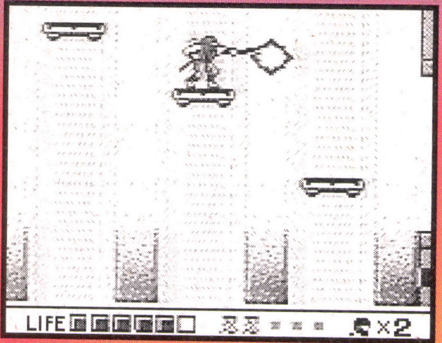
The Dragon Spirit crystal balls that Ryu finds can contain small or large power-recovery potions that help restore his life meter.



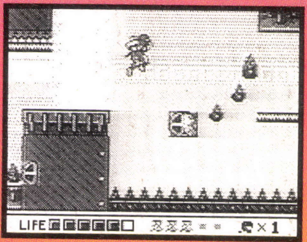
There's a one-up in this crystal ball. To reach it, go to the right of the conveyor belt, then work your way back to the left on the platforms above the belt.



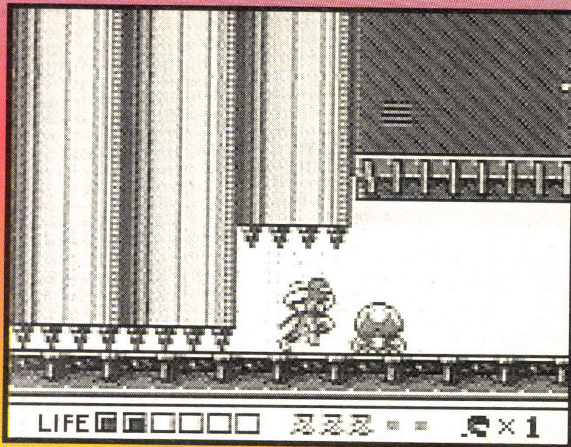
Wrestlers Quick Jack and Big Gregory are the bosses of level 2. Stay away from the little guy, and jump back and forth between platforms to dodge Gregory's kicks and charges.



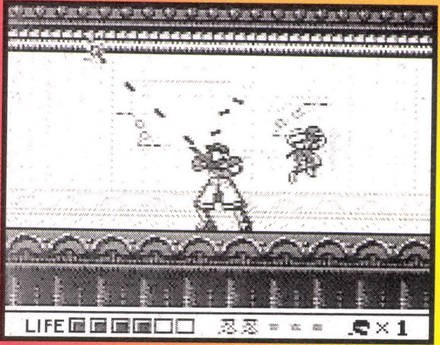
Hop from elevator to elevator as you quickly move from left to right.



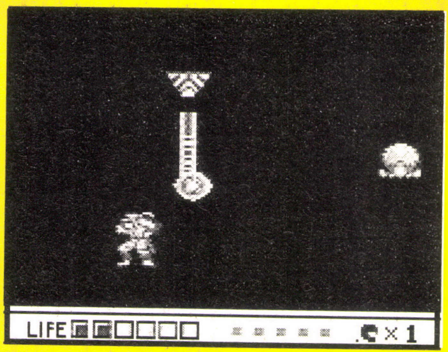
The flame from this platform rotates clockwise, so time Ryu's jump carefully.



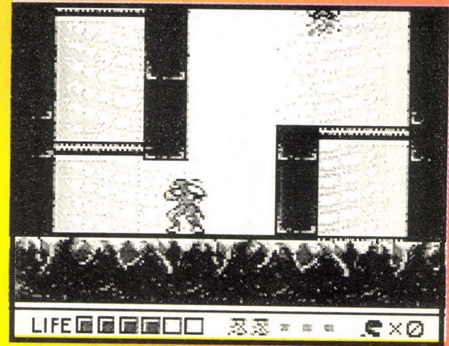
It's not hard to avoid these spiked columns as they fall down, but it gets sticky when you try to pick up the crystal ball powers at the same time.



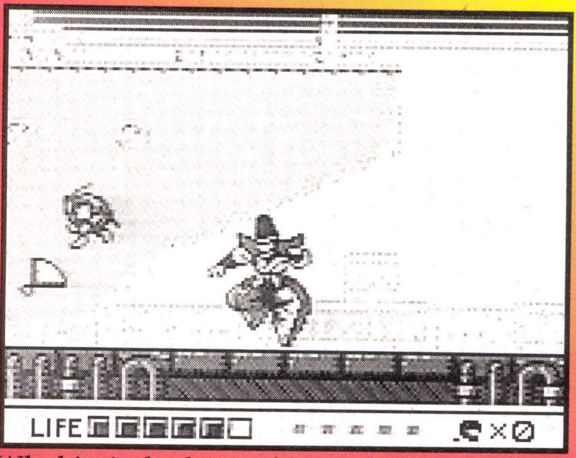
Colonel Allen, the machine gun-shooting boss of level 3, is best defeated by having Ryu hang from the wire, then quickly jumping out of the stream of bullets. Keep at it until the colonel's history.



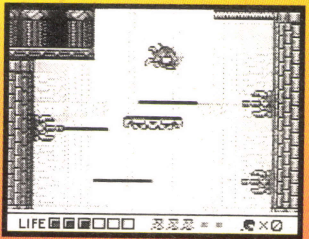
You can avoid the moving vertical laser blasts in this dark room by spotting the platforms when the lights flash. Hide under or on top of the platforms to block the laser.



As this floor rises, the flames get nearer. Ryu must quickly jump from platform to platform to avoid getting trapped.



Whokisai, the boss of level 4, hovers above Ryu and uses a fan boomerang. Jump over the boomerang, then slash at the boss while he waits for the fan to return.



As Ryu rides these elevators toward the final boss, Emperor Gulf, he must jump above or hang beneath the deadly lasers that shoot from the walls. Conserve your energy — Emperor Gulf is waiting with his own surprises.

NINJA GAIDEN
SHADOW

Tecmo; 18005 South Adria Maru Lane; Victoria Business Park; Carson, CA 90746

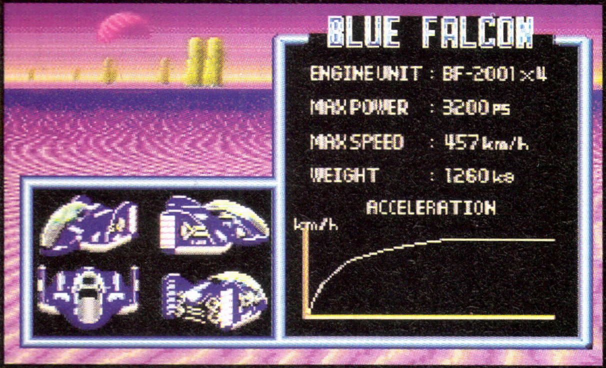
Take F-ZERO™ to the Finish Line

Chris Slate

You don't need to know this to play the game, but here's the scoop: By the end of the 20th century, technological advances have improved all aspects of life, from industry to transportation to entertainment. New forms of entertainment are especially important because people now work harder than ever and desperately need new ways to relax. The result is an inter-galactic grand prix — F-Zero.

In this new Super Nintendo racing game, you're a competitor in the brutal F-Zero. You must pilot one of four hovercars in a fast-paced free-for-all. The race courses themselves are against you, filled with deadend curves and ruthless traps. You've got three circuits to finish (15 tracks in all) and nine planets to visit.

F-Zero is a must for racing fans — the fastest, smoothest racing game we've ever seen. It can be very difficult, but if you stick in there, you'll earn your reward.



BLUE FALCON

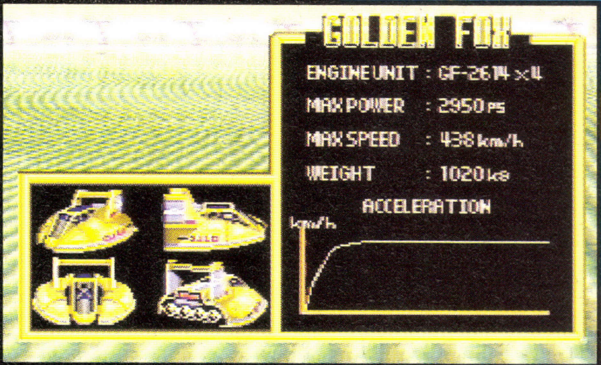
ENGINE UNIT : BF-2001×4

MAX POWER : 3200PS

MAX SPEED : 457km/h

WEIGHT : 1260kg

The Blue Falcon is a solid, all-around car that performs well in every area, but doesn't *excel* in any of them. Still, it's the best choice for beginners.



GOLDEN FOX

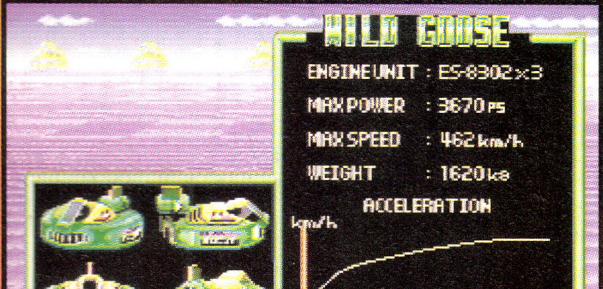
ENGINE UNIT : GF-2614×4

MAX POWER : 2950PS

MAX SPEED : 438km/h

WEIGHT : 1020kg

If you're looking for fast acceleration then the Golden Fox is the car for you. However, it doesn't perform well in other areas. In fact, it's so light that it gets pummeled by the competition, and its maximum speed is only 438 kph.



WILD GOOSE

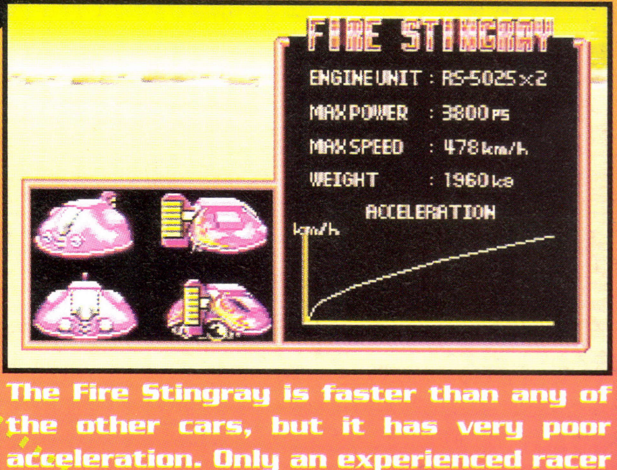
ENGINE UNIT : ES-8302×3

MAX POWER : 3670PS

MAX SPEED : 462km/h

WEIGHT : 1620kg

The Wild Goose is the second fastest car in the circuit, but its real strength is its durability. The wind doesn't affect it as much as other cars, and opponents just bounce off the car's shell.



FIRE STINGRAY

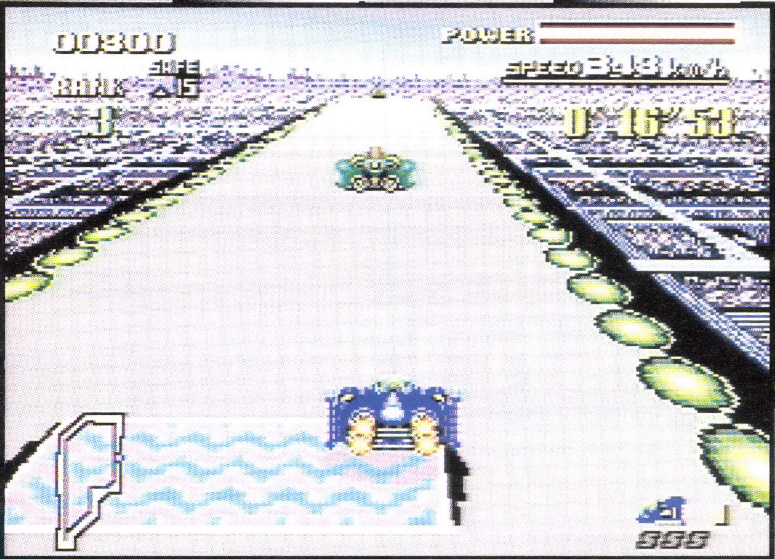
ENGINE UNIT : RS-5025×2

MAX POWER : 3800PS

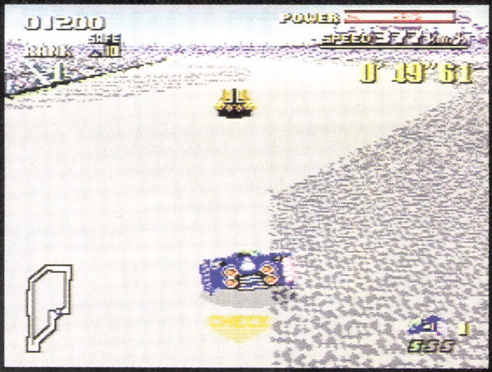
MAX SPEED : 478km/h

WEIGHT : 1960kg

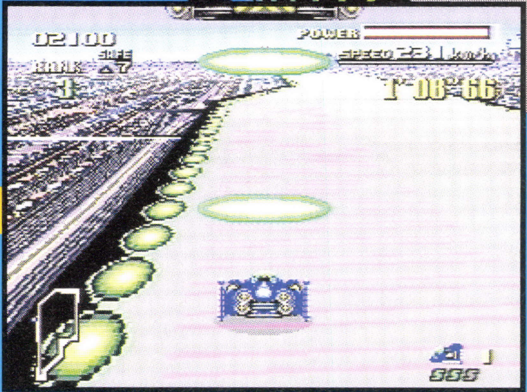
The Fire Stingray is faster than any of the other cars, but it has very poor acceleration. Only an experienced racer can steer clear of trouble long enough to reach maximum speed.


00800
POWER
SAFE
RANK 15
SPEED 348 km/h
3
0' 16"53

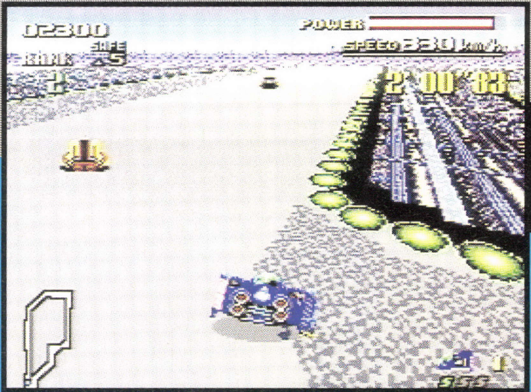
When you jump a ramp, remember to hold down on your controller. This makes your jump longer and cushions your car when you land so you won't lose speed.


01200
POWER
SAFE
RANK 10
SPEED 377 km/h
1
0' 19"61
CHECK

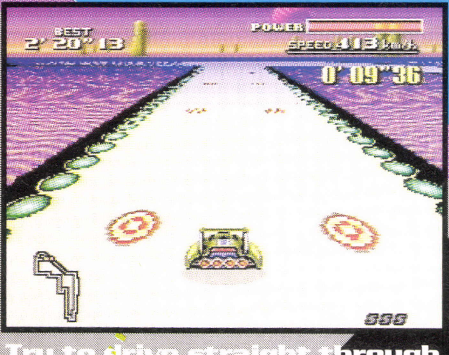
Slow down a little for the rough tracks, or if possible, steer clear of those areas to keep up your speed.


02100
POWER
SAFE
RANK 7
SPEED 231 km/h
3
1' 08"66

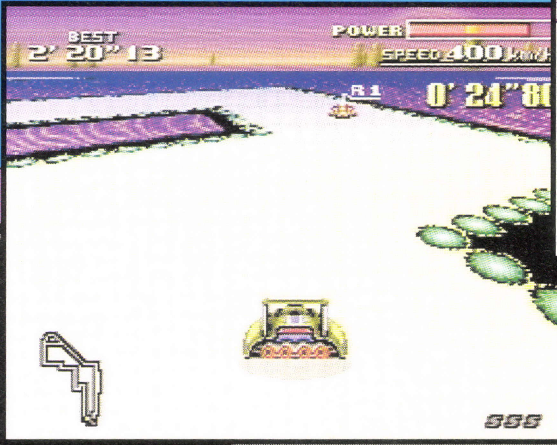
Hit the pit only when necessary. If you're seriously damaged, brake inside the pit area to lengthen the time of your repairs.


02300
POWER
SAFE
RANK 5
SPEED 330 km/h
2
2' 00"83

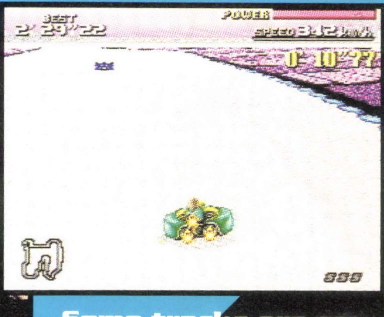
It's important to lean into tight curves to avoid being thrown into the far wall. Use the L and R buttons to dig into sharp corners.


BEST
2' 20"13
POWER
SPEED 413 km/h
0' 09"36

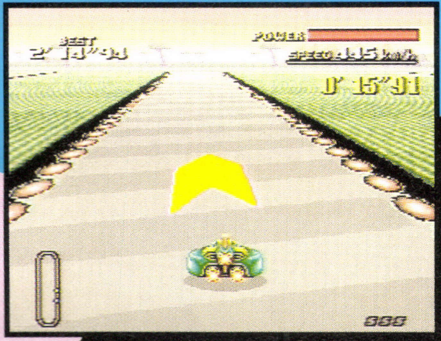
Try to drive straight through the middle of a mine field. There's usually a straight path, but if sudden turns or other obstacles get in your way, slow down to navigate carefully.


BEST
2' 20"13
POWER
SPEED 400 km/h
R1

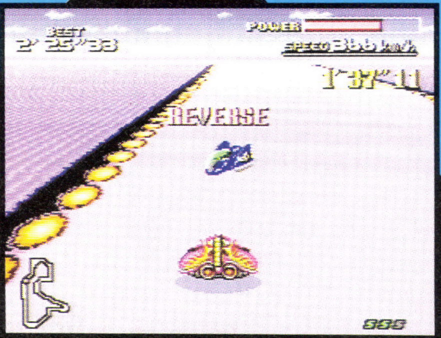
When curves are this close together, you usually don't even have to turn — just shoot straight through the middle and gain valuable time.


BEST
2' 29"22
POWER
SPEED 342 km/h
0' 10"77

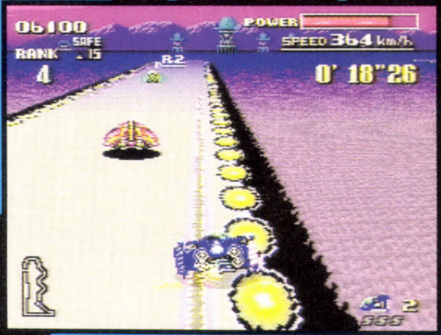
Some tracks are covered in ice or water. Keeping your balance on these surfaces can be extremely tough, so take it slow and easy. If you spin out and begin to fall behind, use a super-jet to rocket ahead to some clear track.


BEST
2' 14"44
POWER
SPEED 445 km/h
0' 15"91

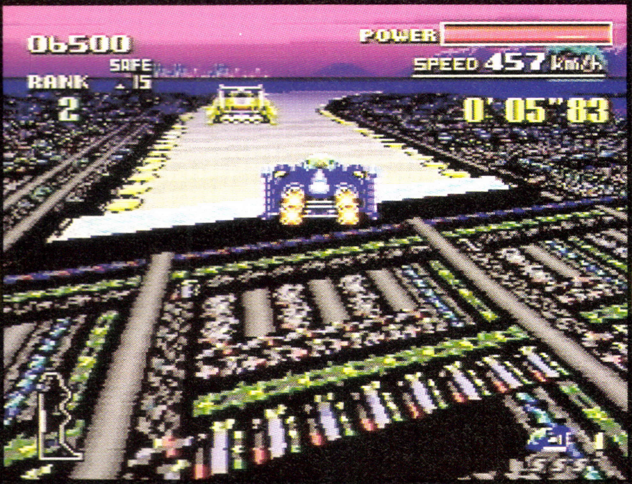
Catch these speed-up arrows whenever they appear — if you don't, your opponents most certainly will. If you miss one, it's wise to use a super-jet so you don't fall behind.


BEST
2' 25"33
POWER
SPEED 388 km/h
1' 37"11
REVERSE

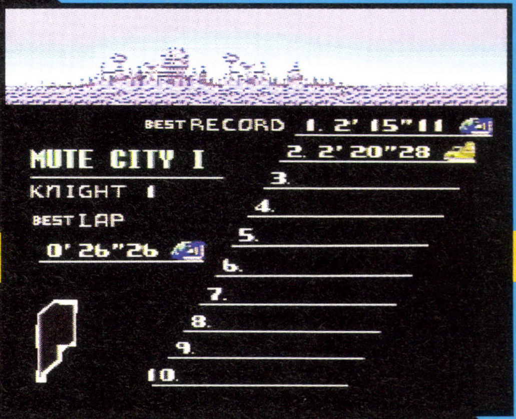
Repeated blows to your car could knock you around the other way. When this happens, turn back around quickly to avoid a head-on collision with another racer.


06100
SAFE
RANK 15
4
POWER
SPEED 364 km/h
0' 18"26

These gravity bars draw you directly to them, where your car gets charged with deadly electricity. Steer in the other direction ahead of time to counter the bars' pull.

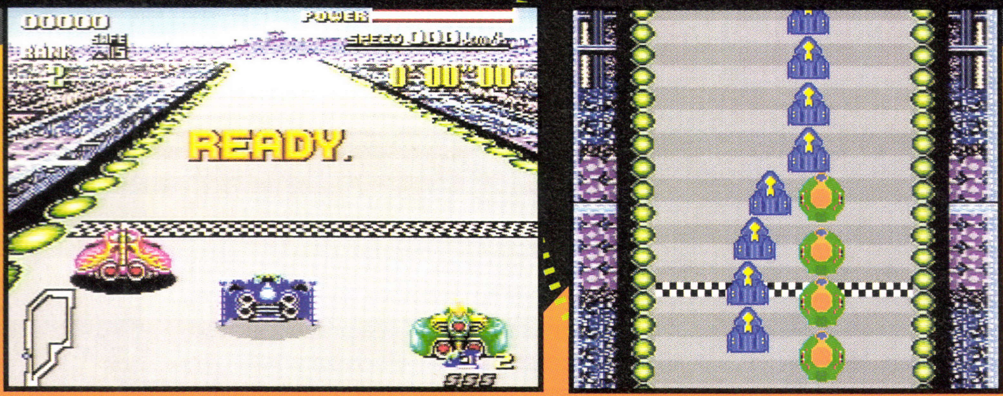

06500
SAFE
RANK 15
2
POWER
SPEED 457 km/h
0' 05"83

Be careful not to bump into other cars when you jump a section of missing track. Your opponents can knock you off course, putting an immediate end to your race.


BEST RECORD 1. 2' 15"11
2. 2' 20"28
3.
4.
5.
6.
7.
8.
9.
10.

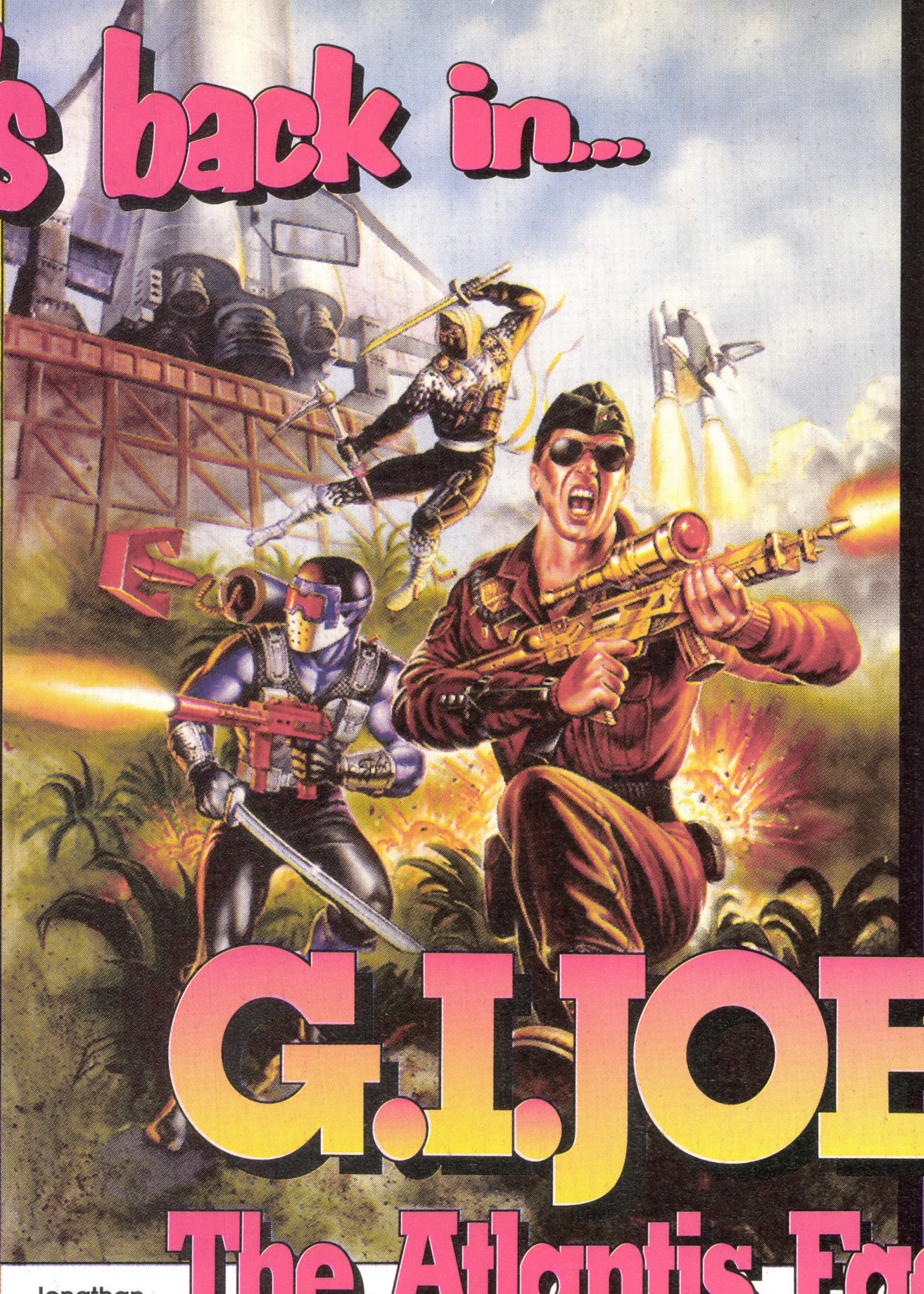
MUTE CITY I
KNIGHT I
BEST LAP
0' 26"26

The records screen is proof that hard work does pay off. Improving your racing skills earns you a place in this F-Zero Hall of Fame.


00000
SAFE
RANK 15
2
POWER
SPEED 000 km/h
0' 00"00
READY.

At the starting line, hold down your accelerator during the countdown. When the race begins you shoot out ahead of your competition. Normally when you do this, you slow down after the initial burst of speed and everyone passes you, but if you follow the diagram we've provided, you can use an opponent to knock you up to maximum speed.

Joe's back in...



Capcom; 3303 Scott Blvd.; Santa Clara, CA 95054

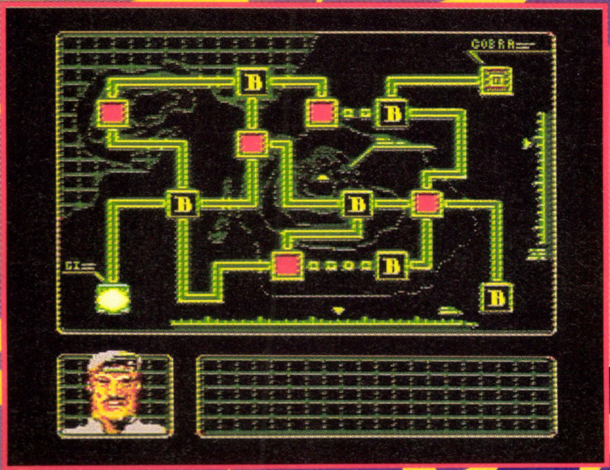
G.I. JOE: The Atlantis Factor

Jonathan Gagnon

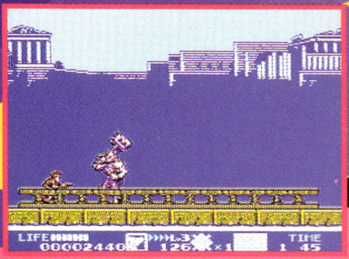
Yo, Joe! The famous G.I. team is back and ready for action. It's been a year since the Cobra Commander felt the wrath of the Joe team. However, unknown to anyone except the commander, the main base destroyed by the Joe team was on the same location as the lost continent of Atlantis. When the base was destroyed, the Cobra Commander was able to tap into the power of Atlantis and rebuild his forces. Now General Hawk has mobilized the Joe team once again.

The action in Capcom's *G.I. Joe* is just as intense as in the first adventure from Taxan. You can take three of the six members of the Joe team on each mission, and you change from member to member to suit a given situation. Instead of a practice round, you have a special screen where you can test each member's abilities before you assemble your team.

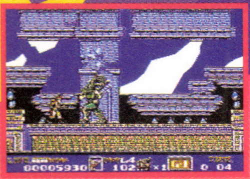
The graphics in this second NES *G.I. Joe* are well done, and the action is challenging. In short, it's a game sure to satisfy any G.I. Joe fan.



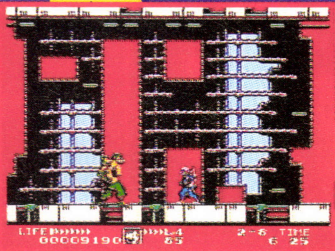
You can find the map to the Cobra's hideout here in route The Joe team has a long climb in front of them.


LIFE
00002440
L3
126
×1
TIME
1 45

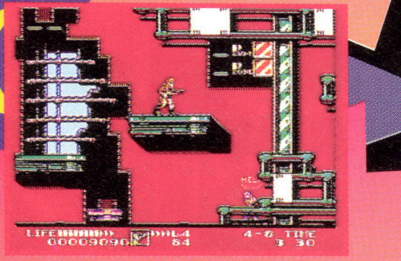
This sub-boss is pretty cranky. Stay in the corner and fill him with lead.


00005930
102
0 04

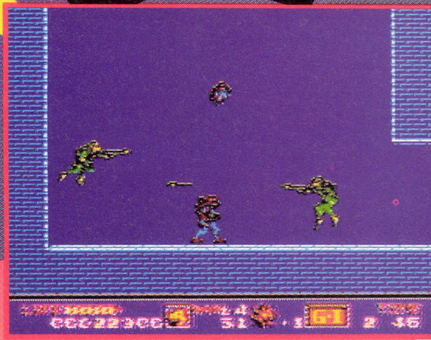
To defeat the sub-boss with the whip, stay to the right and keep shooting.


LIFE
00009190
L4
65
2-8
TIME
6 25

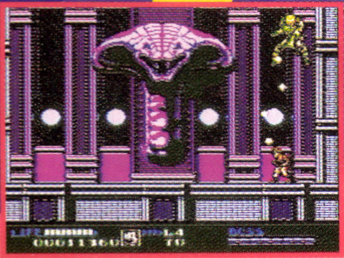
This sub-boss is a piece of cake. Hit him five or six times, then jump over him so you're facing his back. Don't waste ammo if you can beat an enemy with your fists.


LIFE
00009090
L4
84
4-8
TIME
3 30

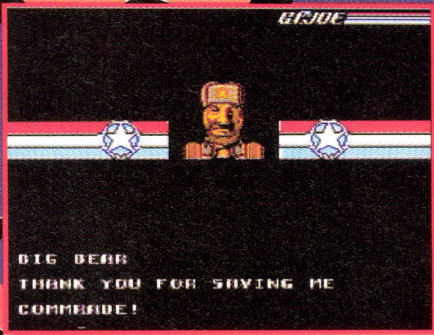
As you rescue the hostages, make sure you destroy all the blocks and uncover the power-ups they're hiding.


L4
31
×1
G-1
2 46

Use Wet Suit to get underwater power-ups in route 3.

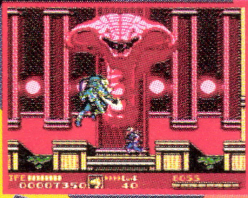

LIFE
00011360
L4
70

To outwit Overkill, first nail him with machine gun blasts. Wait until the bullets stop as he attacks, then run under him, turn, and shoot.

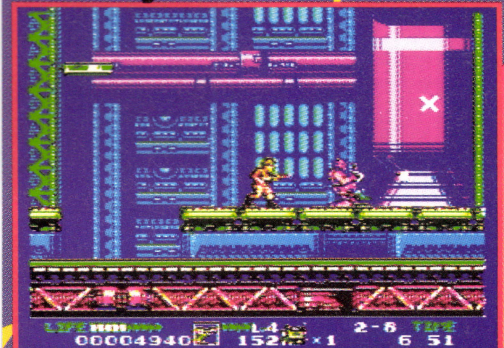


BIG BEAR
THANK YOU FOR SAVING ME
COMMRADE!

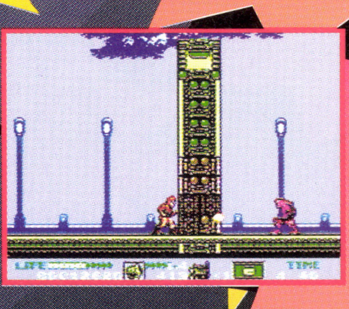
After you destroy Overkill, you get a laser rifle, and Big Bear helps you with ammunition.


LIFE
L4
40
BOSS

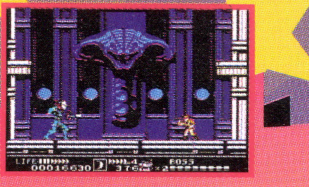
Put Cesspool in his rightful place — the garbage. Lure him onto the left or right pillar while you stay in the pit. When he lands on the pillar, his shots won't hit you.


LIFE
00004940
L4
152
×1
2-8
TIME
6 51

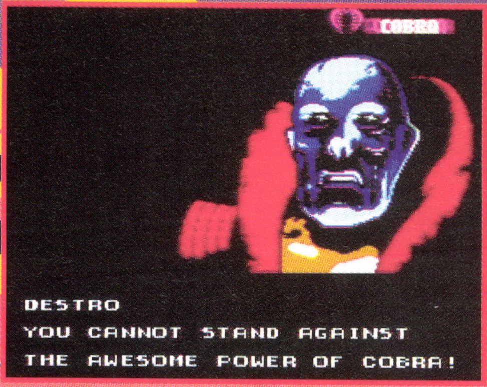
Make sure you place all the bombs on the X's in area B. Sneak up behind this gunner.



Since the blocks keep this creep's shots from hitting you, don't destroy them until he's run out of ammo. Then destroy the blocks — and him.

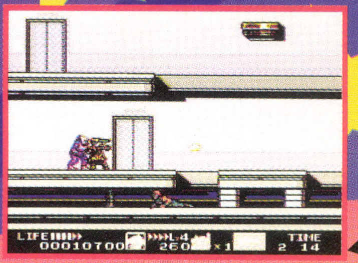


When fighting Destro, wait until he appears, then fire your laser rifle. If you run out of bullets, use Storm Shadow.

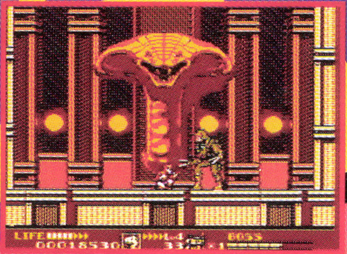


DESTRO
YOU CANNOT STAND AGAINST
THE AWESOME POWER OF COBRA!

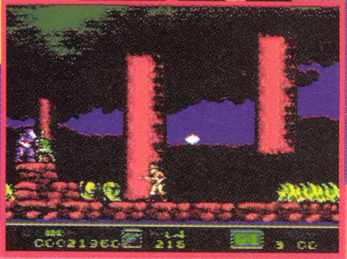
You receive the missile launcher — the weapon that can destroy the Cobra Commander's stronghold — after you defeat Destro.



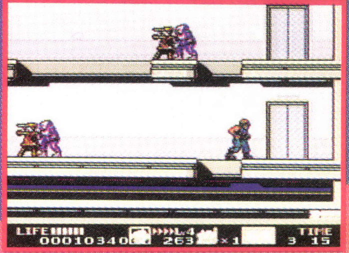
This hole leads to the capsule that revives Snake Eyes.



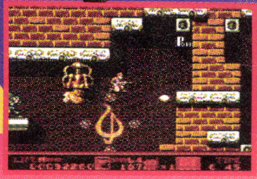
It's you vs. Major Bludd now. Have Storm Shadow stand here and keep punching when Bludd appears — the major won't know what hit him.



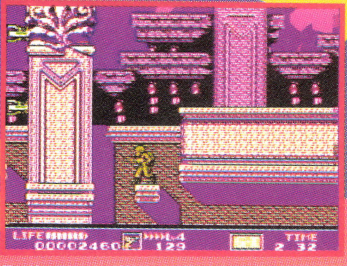
There are plenty of power-ups hidden in route 13. For example, look behind these green blocks.



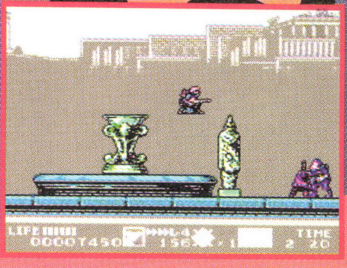
This is the door that contains the capsule.



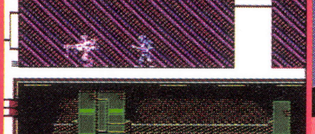
Send either Snake Eyes or Storm Shadow to route 14. Other team members may find some of the ledges out of reach.



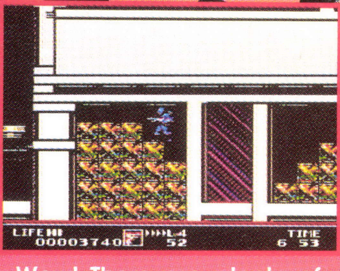
Fall down these holes in route 15 to snag some power-ups, but take out the guns on the walls first so you don't get hit.



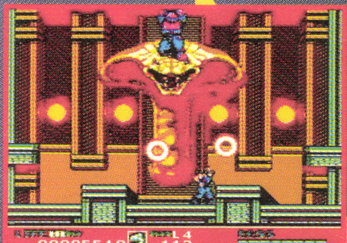
Destroy the statues in route 16 to reach the enemies on the other side.



Go behind this screen to get to the enemy. Jump over him so you're facing his back.



Wow! There are plenty of boxes to hold ammunition here, but only if you have the jumping ability of Snake Eyes or Storm Shadow.



In the final battle, use someone with good jumping ability to reach the Cobra Commander. If you don't have a jumper, use the ledges.

GP

LJN (a division of Acclaim); 1 Spring Street; Oyster Bay, NY 11771

SUPER NES
LJN

WWF Super Wrestlemania

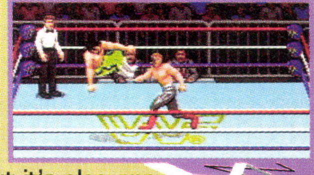
Chris Slate

Wrestling fans, get ready to rumble! In *WWF Super Wrestlemania*, a souped-up version of the wildly popular *WWF* games for the NES and Game Boy, you can chose from ten of your favorite superstars and hit the mat with awesome digitized graphics and excellent sound effects.

WWF is a good game, but it's not without its problems. First of all, you can't join a tournament for the championship belt in any of the three game modes: singles competition, tag-team, or the survivor series. Fighting single matches over and over can get boring, and a tournament option would have kept the action fresh. Also, the players all have the exact same moves — they don't even have the special attacks that made them famous, such as Jake "the Snake" Robert's "DDT," or the Earthquake's "Earthquake." Without those, the only difference among the characters is what they look like.

All in all, *WWF* is a solid wrestling game that could have been one of the best ever if not for some substantial drawbacks. You'll have the most fun playing against a friend — re-creating those famous WWF rivalries definitely makes you anxious to fight just one more match.

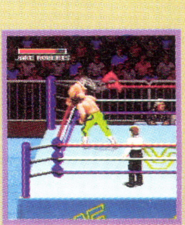
GP

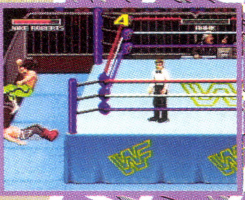


The drop-kick is one of the best moves in *WWF*, but it's also one of the hardest to pull off.

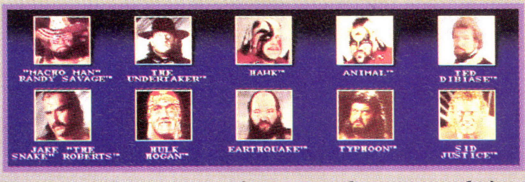
WF
SUPER
WRESTLEMANIA

WWF uses tons of colorful digitized pictures, giving it some of the best graphics around!



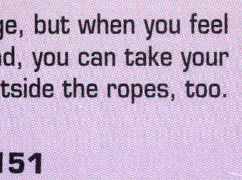


In real WWF competition, throwing your opponent over the top rope automatically disqualifies you. But there aren't any rules in the videogame, so toss him to the floor and hit him hard!

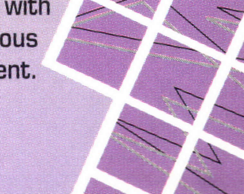


You can chose your character from ten of the most popular wrestlers in the WWF, including favorites such as Hulk Hogan and The Legion of Doom.

VERY GOOD 7



You fight in a huge area — not only is the ring itself large, but when you feel the need to expand, you can take your battle outside the ropes, too.



Here is your Winner: Jake 'The Snake' Roberts!

Once the winner has been announced, you can start a new match or head back into the ring for another round with your previous opponent.

Asteroids

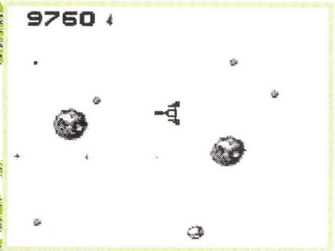
Tom R. Halfhill

It's raining rocks! Well, not exactly. It doesn't really *rain* in outer space. But your spaceship has wandered into an asteroid storm that makes a killer hurricane seem like a spring shower. Even the smallest rock can turn your ship into scrap metal.

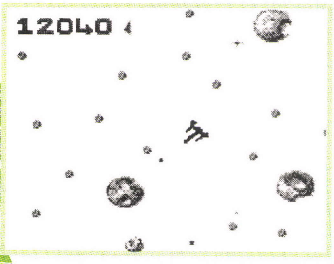
Luckily, your ship is highly maneuverable and armed with a photon cannon. You can rotate and move in any direction to dodge oncoming asteroids, or blast any boulders that get in your way. When all else fails, hit the panic button to flip into hyperspace, relocating your ship at a random spot in the asteroid field. You might reappear directly in the path of another asteroid, however, so save the hyperspace button for real emergencies.

Asteroids is a classic arcade game from the 1970s, and this new Game Boy version is very close to the original. Although it's as fun as ever, the graphics and game play are quite primitive by today's standards. And frankly, it's not well suited to the Game Boy because the smallest asteroids are difficult to see on the LCD screen. But if you're too young to remember the original *Asteroids*, your eyes are probably strong enough to stand the strain.

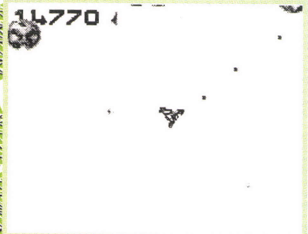
GP



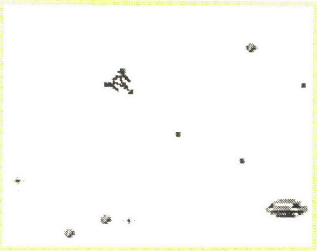
You can move your spaceship anywhere on the screen, but this center position is usually the best place to be. Here you can see the asteroids approaching from all directions, and you have more time to react.



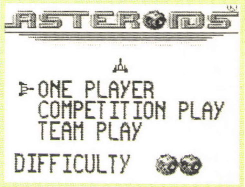
When you shoot a large asteroid, it breaks into smaller pieces which must be destroyed one by one. Don't start off by blasting all the big boulders, or the screen will soon be filled with small — but deadly — pebbles.



Each time you clear a screen, additional, faster asteroids appear. If you begin shooting shortly *before* they appear, you can score a few early hits.



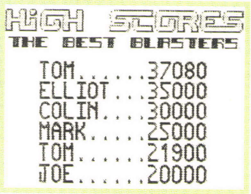
On the two highest difficulty levels, you must also watch out for enemy saucers (lower right). Unlike asteroids, the saucers shoot back! If you stand still too long, the saucers lock onto your position.



ASTEROIDS

ONE PLAYER
COMPETITION PLAY
TEAM PLAY
DIFFICULTY

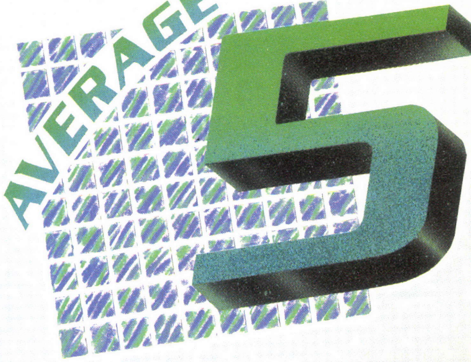
The main menu lets you choose from three difficulty levels and play modes. For competition and team play, you need two copies of *Asteroids* and a pair of Game Boys connected with a Game Link video cable.



HIGH SCORES
THE BEST BLASTERS

TOM	37080
ELLIOT	35000
COLIN	30000
MARK	25000
TOM	21900
JOE	20000

If you're good enough, you can add your name to the scoreboard of best blasters!



Accolade; 550 South Winchester Blvd.; Suite 200; San Jose, CA 9512

REVIEW

NES

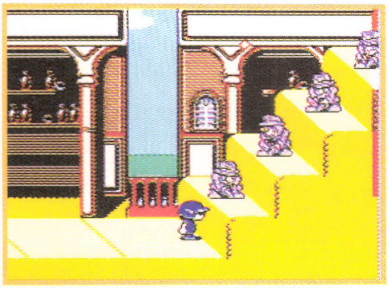
Crazyland

Jeff Lundrigan

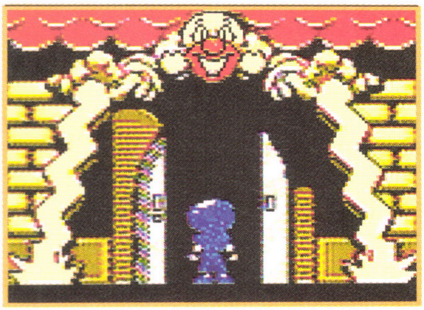
When Dewey's girlfriend, Dixie, is kidnapped, Dewey follows the villains to an abandoned amusement park called Crazyland. With only his soccer ball and his jumping skills, Dewey must survive strange obstacles and evil enemies that block his path before he can rescue Dixie.

Does this "kidnapped girlfriend" scenario sound familiar? It is. Nearly everything about *Crazyland* fits in the "you've seen it before" category. There's nothing *wrong* with the game, but there's nothing new or exciting either. It has got big, colorful graphics, but the rest of the game is kind of dull.

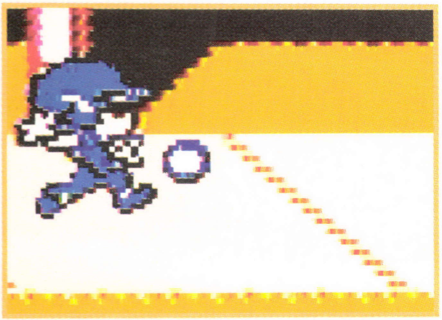
There is one original idea in *Crazyland*: Dewey fights enemies by kicking soccer balls at them. The balls get more powerful, and he can kick more of them at once if he increases his power level. But he increases his power level *by taking damage*! That's right, the closer Dewey is to keeling over, the more powerful he becomes. Does that warp your previous gaming strategy?



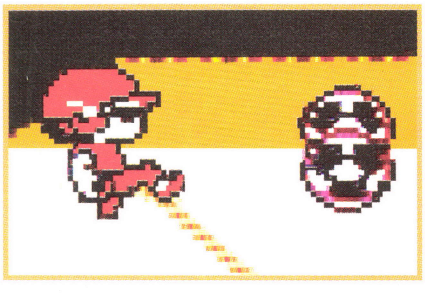
Stand on the stair below these gumshoes to make them mysteriously turn around and shoot in the opposite direction.



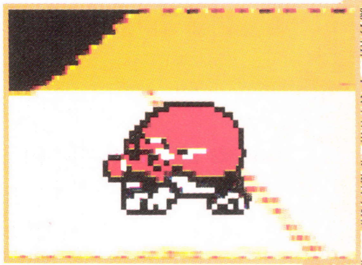
Any theme park guarded by an evil clown probably means trouble.



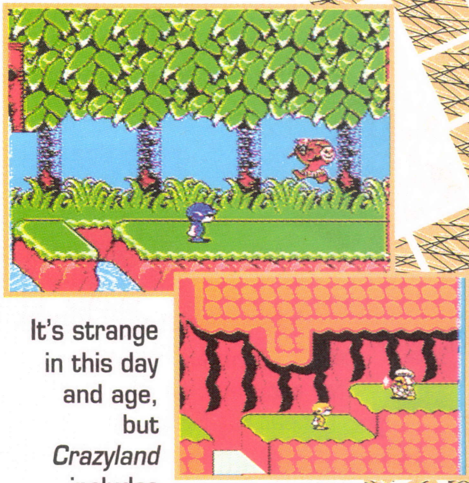
You start by kicking tiny soccer balls. Ready to power up? Take some damage!



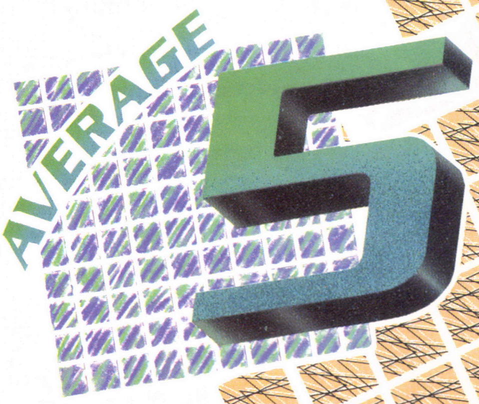
After three hits, you get a more powerful double shot...



... but if you take four hits, you die.



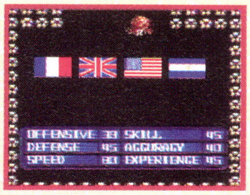
It's strange in this day and age, but *Crazyland* includes some stereotyped characters — African natives and towel-headed Arab magicians.



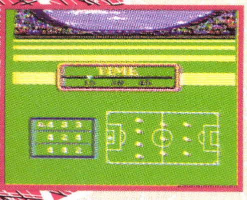
Ultimate League Soccer

Lisa M. Bouchey

Soccer may be the world's most popular sport, but in the U.S., it still has some catching up to do. Soccer videogames have also been slow to catch on with both designers and video-playing sports fans. Until now, Jaleco's *Goal!* has been the only NES soccer game available. AVE's *Ultimate League Soccer* offers some improvements on that earlier game.



If you're looking for quickness and offensive skills, Germany is the team for you; for accuracy, go with the U.K.; and head for Brazil for a dribble-and-pass game.

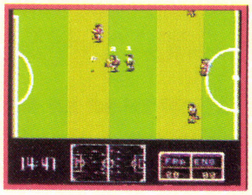


Before the game begins, you can set time limits and choose a team formation. Start with the 433 formation until you're used to passing and shooting the ball.

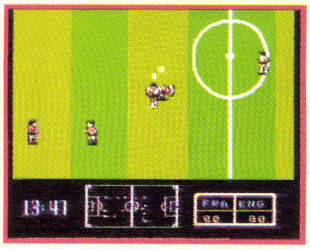
The length of the field has been shortened in AVE's game so players don't spend as much of the game dribbling from one end of the field to the other. The shorter field offers more of a chance to score goals in regulation time. A bird's-eye view of the field displayed at the bottom of the screen lets you keep an eye on players open for passes, and, unlike some sports simulations, you can switch ball control to a teammate while you're on the field.

The action and graphics in *Ultimate League Soccer* are on a par with *Goal!*, but they still lag behind most NES sports simulations. Soccer fans may want to add this game to their collection, but they'll still have to wait for the "definitive" NES soccer game.

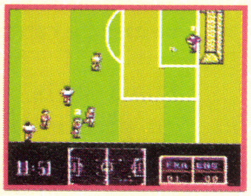
GP



You won't win a single game until you're skilled at passing the ball to open teammates. The player with the number above his head is the player you control. Pressing the B button on your controller switches control to another player.



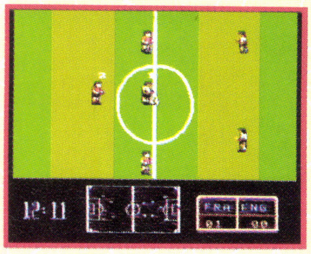
If a fullback is guarding an attacking forward and the offensive player slips by him, switch control to your goalie to play defense.



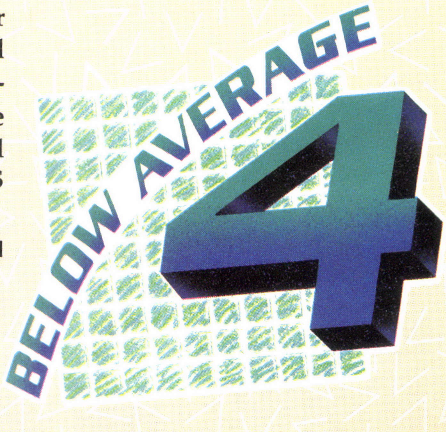
When you're on defense, position your player where the ball *will* be, instead of where the ball *is* when you're making the play – this is the best way to intercept a pass.

12:14
FRA ENG

The longer you press the A button, the farther the ball is kicked. If you need to make a short pass to a teammate, press the button with a short tap.



Don't be a ball hog — sometimes it's easier to pass to an open teammate than to dribble in and take a shot on goal.



REVIEW

GAME BOY

Jeopardy!

William R. Trotter

"Jeopardy!" ranks with "Wheel of Fortune" as one of television's longest-running and most popular game shows. It's got a great get-the-answer, answer-with-a-question gimmick, a sophisticated host, and interesting, intelligent contestants.

Now the show's millions of fans can take *Jeopardy!* on the road, thanks to GameTek's Game Boy conversion of its best-selling NES game. Everything that was in the full-sized version seems to be here, except, of course, for the colors — but in a game like this, who cares?

The problem with the *Jeopardy!* videogame is that you must spell out your answers, using the directional pad of your controller. It's difficult and painstaking, and if you make a mistake, it's over to the "delete" command before you start again. There's no way around this interface (unless you change the answers to multiple choice), and it's annoying in the NES version — but it's *especially* cumbersome with the Game Boy.

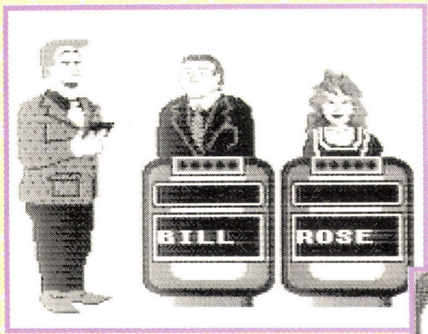
One thing seems different about this Game Boy version: the questions are the toughest we've seen in any edition of *Jeopardy* — no matter which category you select, your memory, knowledge, and powers of deduction will get a real workout! Nice work, GameTek.

We do, however, recommend playing against a human opponent if you want to get maximum fun out of the game: the computerized opponent sometimes gets lucky, but more often than not delivers a truly moronic answer, something like "Xwyzyt."

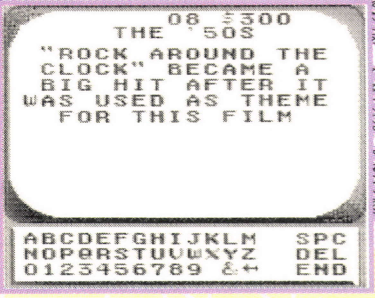
Jeopardy fans get good value in this handheld version of their favorite show — it's just the thing to take on a family trip.

GP

GameTek; 2999 NE 191st Street; North Miami Beach, FL 33180



The characters in this Game Boy version are just as appealingly weird-looking as those in the NES game.



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      08  $300
    THE  '50S
 "ROCK AROUND THE
 CLOCK" BECAME A
 BIG HIT AFTER IT
WAS USED AS THEME
   FOR THIS FILM

ABCDEFGHIJKLM  SPC
NOPQRSTUVWXYZ  DEL
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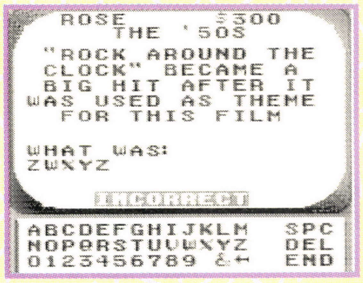
There's nothing goofy about the questions, though — they're tough and challenging.



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  ROSE     $300
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 "ROCK AROUND THE
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 BIG HIT AFTER IT
WAS USED AS THEME
   FOR THIS FILM

WHAT WAS:
ZWXYZ
      INCORRECT
ABCDEFGHIJKLM  SPC
NOPQRSTUVWXYZ  DEL
0123456789 &←  END
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You'll have much more fun against a human opponent than playing against the really dumb computerized one.

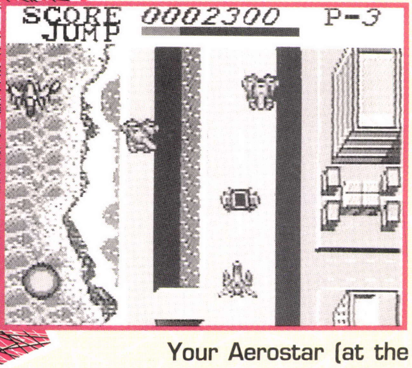
GOOD 6

REVIEW

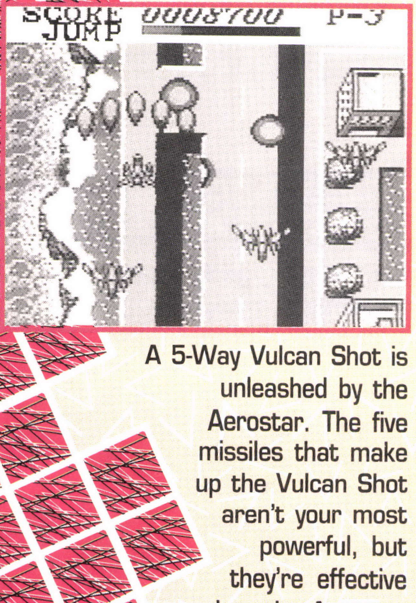
GAME BOY
VIC TOKAI

Aerostar

Lance Elko



Your Aerostar (at the bottom of the screen) has just defeated an enemy which leaves behind an "O" (Omni-Shield). The ship is about to receive fire from two tanks.



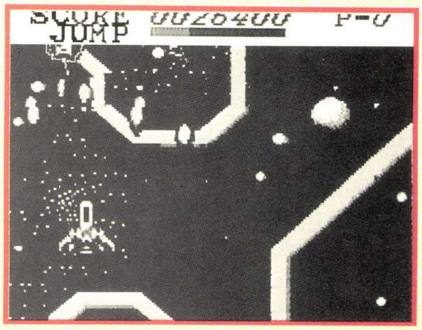
A 5-Way Vulcan Shot is unleashed by the Aerostar. The five missiles that make up the Vulcan Shot aren't your most powerful, but they're effective when the Aerostar is surrounded.

If you like your shooters fast and furious, check out *Aerostar*. This vertical scroller is chock full of enemies (four dozen different kinds!), has three difficulty levels, and features seven stages that get more difficult as you advance.

The game's storyline won't win any awards for originality — in the future, Earth's very survival is in doubt after invasion. Luckily, there's this great new attack vehicle, a good pilot is needed, and that pilot's name is ... yeah, you know the plot.

The Aerostar is a hybrid vehicle, one that can increase or change both its offensive and defensive capabilities. You acquire new weapons and defense systems by picking up different letters left behind by defeated enemies. For example, a "B" gives you a devastating S-bomb, and if you grab an "O," your ship becomes protected by an Omni-Shield.

Enemies attack helter-skelter, and you must decide — and decide quickly — which weapon or defense you want to grab. Once you get it, remember how to use it!

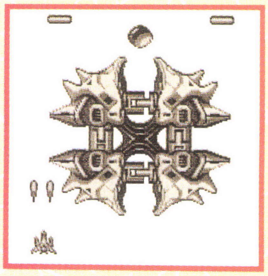


Note the difference in the Aerostar's size and shape — it has just converted from a ground-based machine to an airborne vehicle as it flies from one set of tracks to the next.

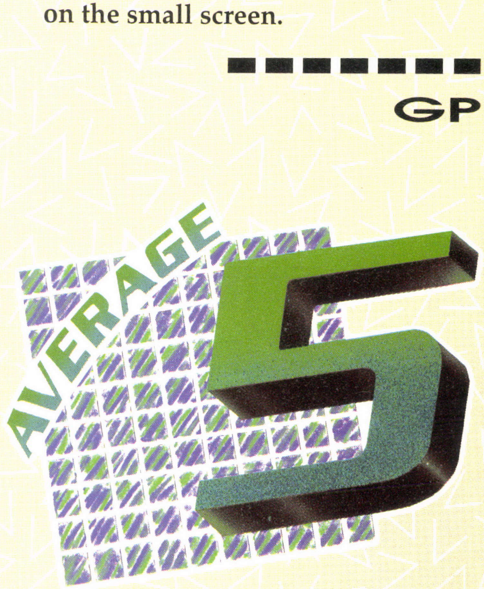
To add a bit of variety, the designers have provided a ground/air combat scheme. While on the ground (where most of the action is) the Aerostar must travel down certain lanes. To jump, or fly, from lane to lane, you must wait for the energy bar on the jump gauge to fill, then make your move.

While *Aerostar* is a decent game, it doesn't excel. Distinguishing one enemy from 47 others is tough, too, on the small screen.

GP



Most enemies are small and difficult to distinguish from one another — not so with the bosses. Here's the boss at the end of level 5.



REVIEW

NES

Tom R. Halfhill

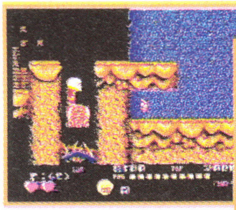
Toki

Tarzan the Apeman can't hold a candle to Toki the Warrior. Although Tarzan can run, jump, and swing from vines like an ape, Toki *is* an ape.

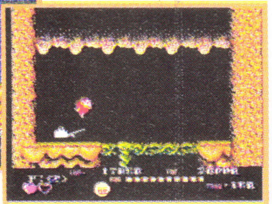
Not by choice, though. Until he was ambushed in the jungle by Vookimedlo the Sorcerer and Bashtar the Invisible Giant, Toki was a handsome warrior. Then villains kidnapped his girlfriend, Miho, and transformed Toki into a hairy ape. To rescue Miho and regain his human form, Toki must fight his way to the Golden Palace and defeat the two goons.

Toki is a standard run-jump-shoot action game that offers nothing new. But it's surprisingly fun to play and has a few amusing touches. For instance, there's a power-up that temporarily gives Toki a football helmet so he can plow through enemies without injury. And to make really high leaps, Toki can hop onto a teeter-totter that has a weight on the other end. When the weight falls down, the teeter-totter launches Toki into the air like a rocket!

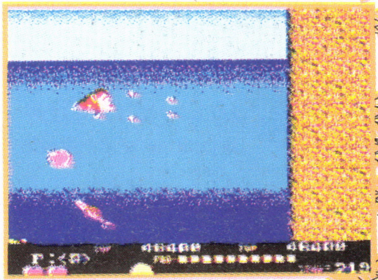
Except for a few tricky jumps, *Toki* is easy-to-moderate in terms of difficulty. It's great for beginners — or anyone else looking for some lighthearted entertainment.



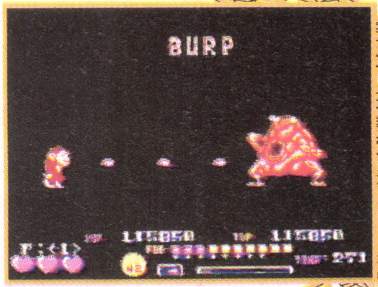
Here's where to find the football helmet in stage 1. As long as you're wearing it, no one can stop you.



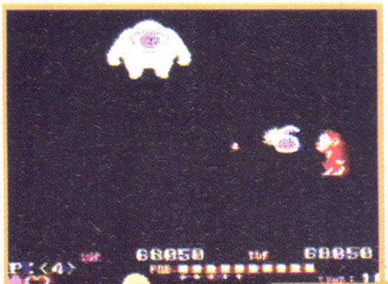
Hop onto the high end of a teeter-totter. When the weight comes back down, get ready to blast off!



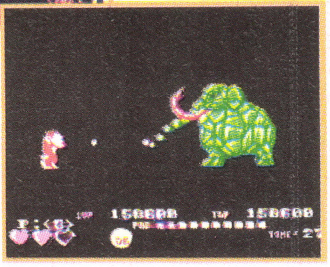
Toki can swim, too! But watch out for hostile fish, turtles — and especially, sharks.



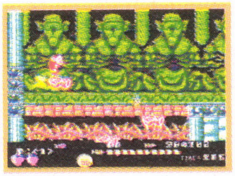
In stage 3, this boss burps at you!



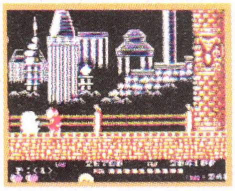
Stage 2 has *two* bosses, but Ram-bacha, the second boss, is the toughest. Always stay at the opposite end of the screen and shoot at the wheels he throws.



The stage 4 boss is a mean, green mastodon. He throws his tusks at you twice, but it's easy to jump out of the way. Then watch out for his trunk!



This pit in stage 5 (the Dark Jungle) is very tricky. Carefully watch the rising and falling platforms so you can time your jumps.



Here's your final destination — the Golden Palace. If you can make it through, you enter a final showdown with Vookimedlo.

GOOD 6

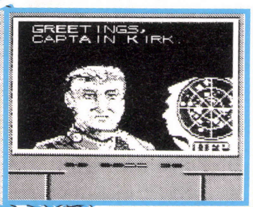
Taito; 390 Holbrook Drive; Wheeling, IL 60090

REVIEW

GAME BOY

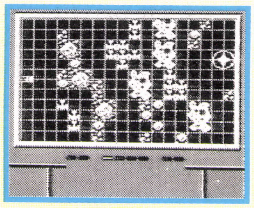
Star Trek

Jeff Lundrigan

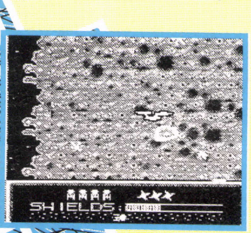


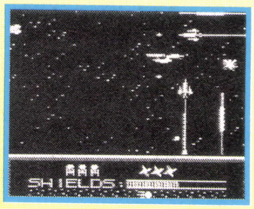
GREETINGS,
CAPTAIN KIRK.

The crew of the *Enterprise* gets its orders directly from Starfleet — it's up to Kirk, Spock, and McCoy to save the universe once again.

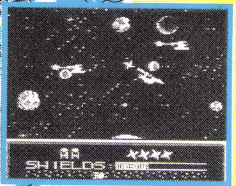


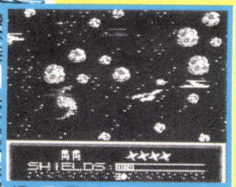
The overall map of the quadrant shows the locations of different obstacles: asteroids, space amoebas, Klingons, and — way on the other side of the screen — the planet you need to search.





The asteroids and space amoebas in the first stage or so aren't *too* difficult to handle. Even Tholians, who don't actually shoot at you, can be maneuvered around for a while.

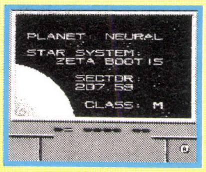




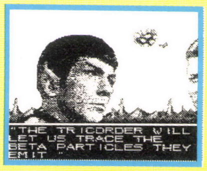
Enter a section with Klingons or Romulans, however, and the game's over quick-er than you can say, "Space, the final frontier." These sections make the game a lot tougher than it needs to be.

Loosely based on an episode the original TV show, Ultra's Game Boy version of *Star Trek* sends the crew of the *Enterprise* on a mission to recover the Proto-Matter Fusion Disrupter. The disrupter is the only weapon capable of destroying the Doomsday Machine, a huge planet-killing behemoth that's headed straight for the center of Federation space.

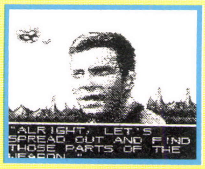
In each stage of this game, the *Enterprise* crew must search a different planet for weapon parts. There are three separate planets to search, and each one has its own set of dangers to surmount. These sections are fairly challenging and filled with a lot of *Star Trek* flavor, although they can be a little dull. Most of your time is spent wandering around, checking the tricorder for signs of a nearby piece, receiving messages from Spock and McCoy, and defending yourself against native life forms.



PLANET: NEURAL
STAR SYSTEM:
ZETA BOOTIS
SECTOR:
207.59
CLASS: M

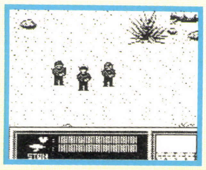


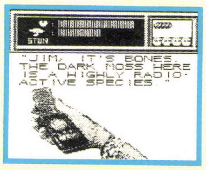
"THE TRICORDER WILL LET US TRACE THE BETA PARTICLES THEY EMIT."



"ALRIGHT, LET'S SPREAD OUT AND FIND THOSE PARTS OF THE WEAPON."

Once you reach a planet, the game gets easier and a lot more fun, as the *Enterprise* crew beams down to search for the scattered pieces of the Fusion Disrupter.





"JIM, IT'S BONES. THE DARK MOSS HERE IS A HIGHLY RADIO-ACTIVE SPECIES."

While searching, Spock and McCoy keep in touch. When your communicator beeps, you'd better answer — the information could be vital.

Getting to the planets, however, means flying the *Enterprise* through asteroid fields, encountering Klingons, space amoebas, and the like. During these encounters you switch to a side-scrolling action stage, and here's where the trouble begins. These stages are pointlessly difficult — especially when you consider they take place on a playing field the size of a Game Boy screen.

The game gives you passwords once you've completed a stage, so you can try again as many times as you care to, but it takes *forever*. Had the space flight sections been easier, the Game Boy version would have been short but mildly entertaining. As it is, though, *Star Trek* is just too frustrating.

GP

AVERAGE

5

Ultra: 900 North Deerfield Parkway; Buffalo Grove, IL 60089

REVIEW

NES

Eliminator Boat Duel

William R. Trotter

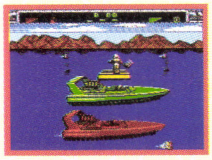
Are you ready for hot, rough competition? Then strap yourself into a stick of Nintendo aqua-dynamite — the Eliminator power boat. Your goal in this racing game is to beat your opponent on 25 different race courses, each full of nasty surprises and tricky obstacles, then challenge the all-time champ: Disaster Don.

Each time you win, you can upgrade your boat's performance and durability at the drydock. You can invest in more powerful engines, stronger hulls, or better steering (steering should be your first choice if you can't afford all three), until you end up piloting something that's more like a rocketship than a mere boat.

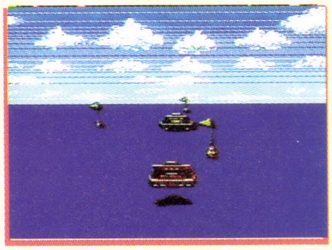
There's no need for fair play. Use nitro-boosters to forge ahead of the competition, and learn to ram your opponent into crippling obstacles such as tree stumps, floating oil drums, wooden pilings, and packs of starving alligators — it's all part of the "game."

Eliminator Boat Duel features sharp, snappy graphics, and lots of fast action. There are three difficulty levels, and although the game system is an aggressive competitor, the game really comes into its own when you duel against a friend. All in all, it's a solid racing game with enough novelty to keep it fresh through many hours of play.

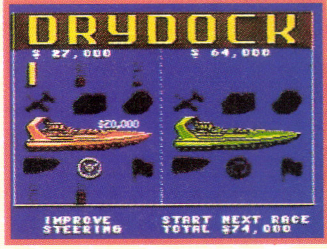
GP



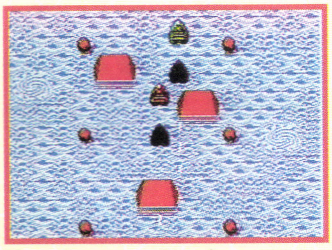
You face a big penalty if you start the race before the bikini-clad babe drops the flag.



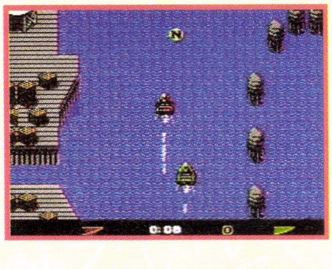
Races are shown from two angles — this cockpit view makes it easier to steer than the overhead perspective.



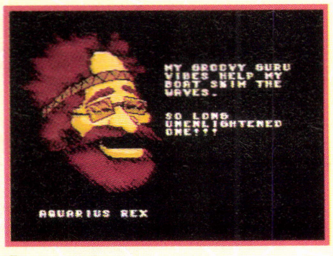
Unless you have lightning-fast reflexes, you should invest your winnings in steering improvements before you buy a better engine.



Use the occasional ramps to "get the jump" on your opponent.



Run over the "N" icons to obtain extra bursts of nitro-power. Likewise, dollar signs give you cash bonuses.

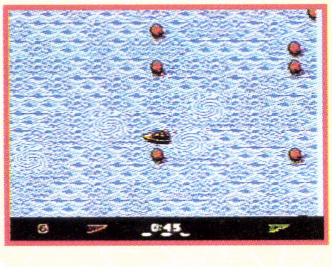


MY GROOVY GURU VIBES HELP MY BOAT SKIM THE WAVES.

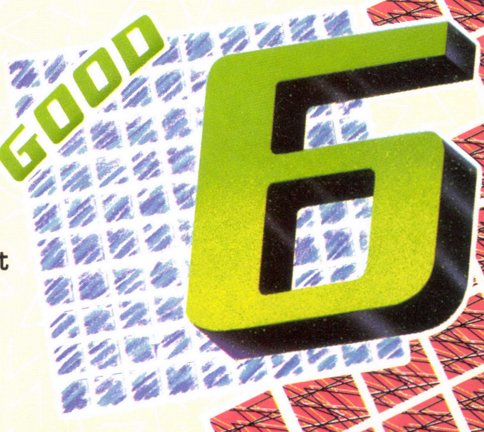
SO LONG UNENLIGHTENED ONE!!!

AQUARIUS REX

Some of your opponents are very strange indeed.



Racing in the bayou is tricky. The channel is narrow and twisting, the sides are full of floating logs, and hungry 'gators pop up to take a bite out of your hull.



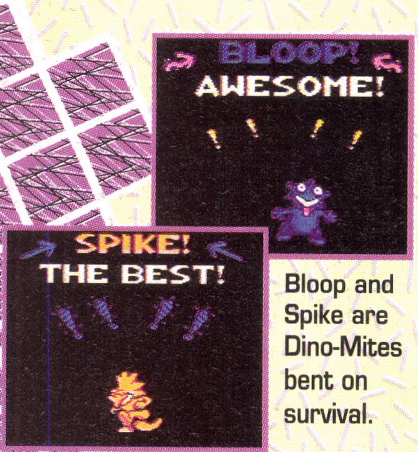
Electro Brain; 573 East 300 South; Salt Lake City, UT 84102

REVIEW

NES

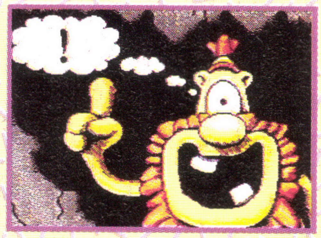
Trog

Selby Bateman



Bloop and Spike are Dino-Mites bent on survival.

Ever since *Pac-Man* first appeared, maze-chase games have proved big hits. One of the most popular arcade quarter-burners in recent years is *Trog*, something of a prehistoric *Pac-Man*. Acclaim's NES version of *Trog* does an excellent job of bringing the fun and charm of the arcade version into an 8-bit cartridge.



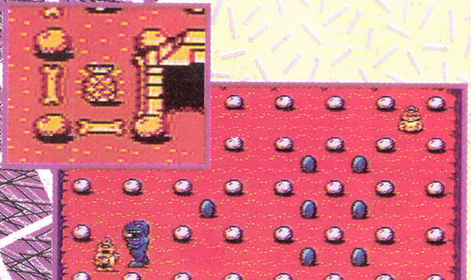
Og is a walking argument for evolution.

The game features a seemingly endless supply of hungry cavemen, all named Og. The Ogs chase after Spike and Bloop, two small Dino-Mites. Playing Bloop (in the one-person game) or Spike and Bloop (in the two-person game), you guide your character through a series of islands littered with Og eggs. Once you cross over an egg, it's yours.

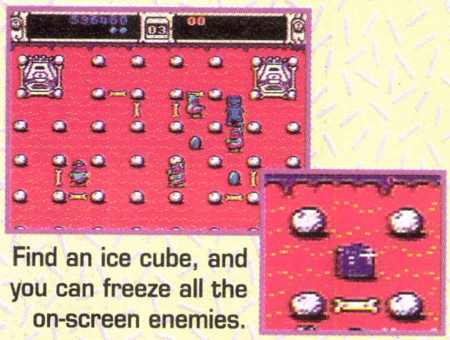
The Dino-Mite eating Ogs make life difficult for Bloop and Spike. There are also tar pits, fires, slow-down mushrooms, and the dangerous cliffs surrounding the islands — any of which can help turn Bloop or Spike into an Og lunch. However, if Bloop or Spike runs across a pineapple, the tables are turned, and they become Og-eating Tyrannosaurus Rex dinosaurs. Other twists and surprises help keep game play interesting.

Acclaim has captured much of the personality and humor that make the arcade version so enjoyable. The cartoon Ogs smack their lips when they feast on Bloop and Spike, leaving nothing but bones. The sound effects are excellent, and game play isn't really difficult, especially at the lower levels. *Trog* will keep you moving from island to island.

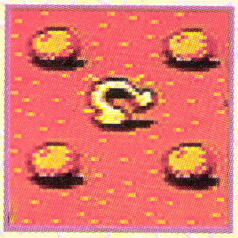
GP



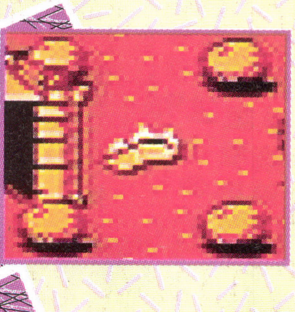
When they run over a pineapple, Bloop and Spike become Og-eating dinosaurs.



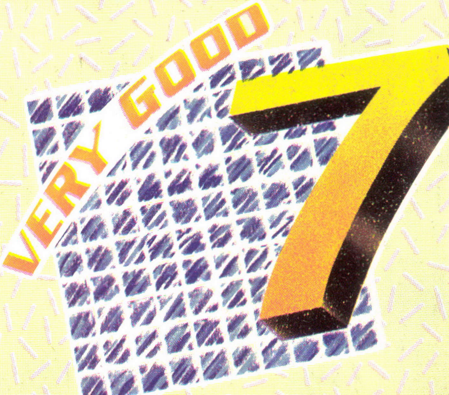
Find an ice cube, and you can freeze all the on-screen enemies.



A lucky horseshoe makes you invincible.



Whoosh! Grab a hot tamale and your breath really turns fiery.



REVIEW

NES
DATA EAST

Captain America and the Avengers

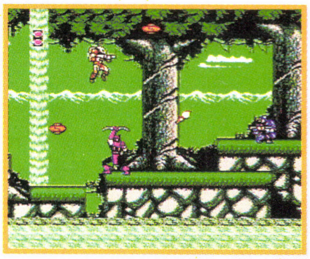
Stephen Poole

Captain America and the Avengers puts you in the role of Marvel Comics' shield-tossing hero as he attempts to rescue two of his fellow Avengers. Iron Man and Vision have been abducted by Mandarin, and they face certain death unless Cap and Hawkeye can find them in time.

At the start of the game, Captain America and Hawkeye are in two different cities. Each stage represents a city or geographic region, and if you manage to move both heroes into the same city, you can switch between characters — which is especially useful when one hero's life meter is depleted.

The graphics throughout *Captain America* are crisp and very colorful, although some of the stages tend to look alike. The animation is smooth and flicker-free, so controlling your characters is a breeze. Best of all, there's a good variety of moves you can master as Captain America.

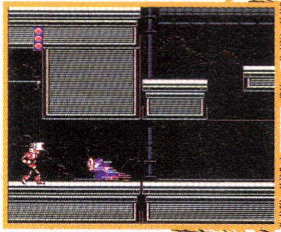
Captain America does come from the same mold as dozens of other arcade action games for the NES, but unlike others it at least looks good and plays smoothly. And the two-player mode — a head-to-head contest pitting Hawkeye or Cap against either Wizard, Ultron, or Crossbones — gives you a peek at some of the bosses you face later in the game.

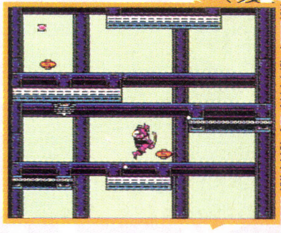

This move is a lot of fun — jump up, then push down on the directional pad as you fall. Cap sits on top of his shield, crushing the enemy when he lands.

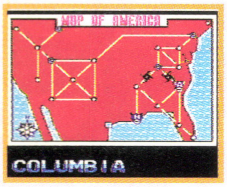
But a few quirks in game play draw your attention away from those nice touches. For one thing, you can spend *a lot* of time just collecting enough power-up crystals to have any chance against the first boss.

The continue feature is also odd because you don't know where you'll restart after you've lost both heroes. And while it's nice to be able to play as either Hawkeye or Captain America, you'll probably play as Cap almost exclusively — Hawkeye just doesn't have as many fancy moves as Captain America.

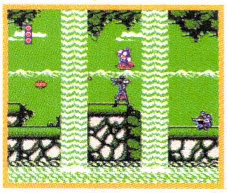
GP

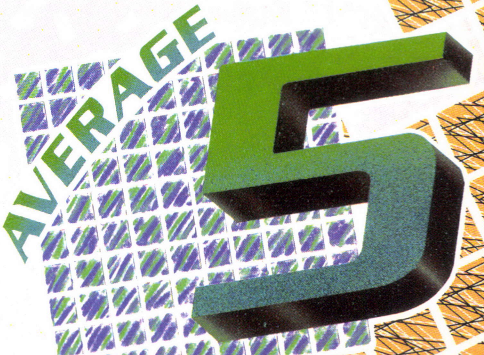

Captain America can move at a blur to tackle all enemies except bosses.


You run into to cannons that fire homing shells in Pittsburgh. You can avoid being hit if you climb upward as fast as possible.



Choose to play as Hawkeye or Cap-tain America, then pick the next city to visit. A single "A" on the map stands for Avengers, which means you can switch between characters after you've reached your destination.


Hawkeye's arrows are weaker than Captain America's shield, but he has the advantage of being able to shoot upward.



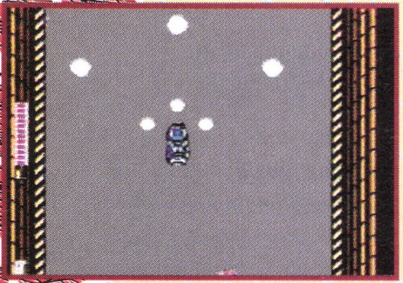
Data East. 1850 Little Orchard Street, San Jose, CA 95125.

REVIEW NES

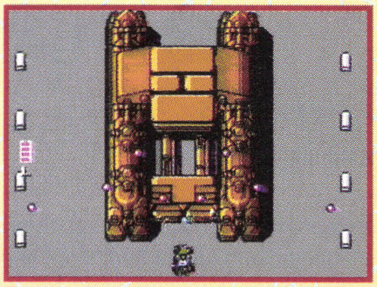
Super Spy Hunter

Jeff Lundrigan

Sunsoft; 11165 Knott Avenue; Cypress, CA 90630



Your standard car is now fully powered — the super spy hunter!



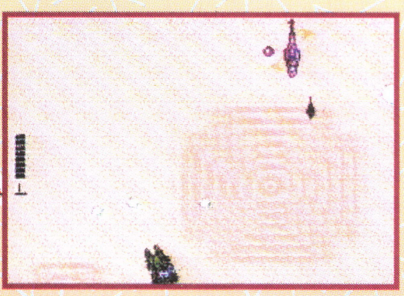
Stay below the second boss and zig-zag to avoid its shots.

Don't buy *Super Spy Hunter* expecting a sequel to the arcade hit and videogame *Spy Hunter. Spy Hunter* sent you on a high-speed race to face vicious road combat. *Super Spy Hunter* abandons this idea in favor of a much more conventional arcade game — only instead of flying through space at the controls of a spaceship, you're flying down a highway behind the wheel of a car.

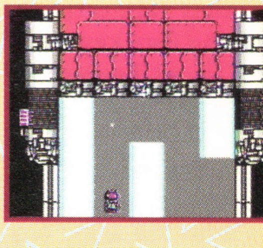
Here's our gripe, though: When you die, you go back to the very beginning of the stage, even if you've made it to the boss. Since the bosses are awfully tough to defeat, you end up seeing the stage beginnings *a lot*. In fact, some might think *Super Spy Hunter* occasionally trips over the line between "challenging" and "frustrating."

But if you like tough arcade games, *Super Spy Hunter* isn't a bad choice. There's nothing especially unique about it, but everything looks good, the action moves along at a quick pace, and there's variety throughout.

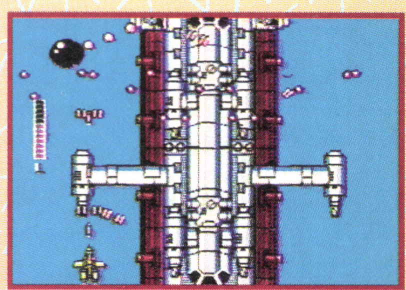
GP



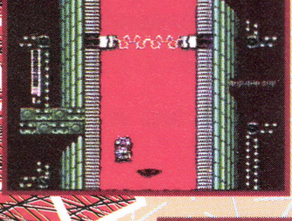
Watch out for sinkholes in the desert.



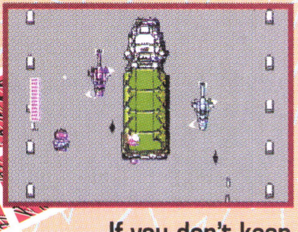
Whatever you do, don't try to blow away the third boss's armor until after all the beam-projectors are destroyed.



Stay to the side when fighting the fifth boss, and wait for it to expose its vulnerable inner core.



Avoid running over these eyes — they activate security beams.



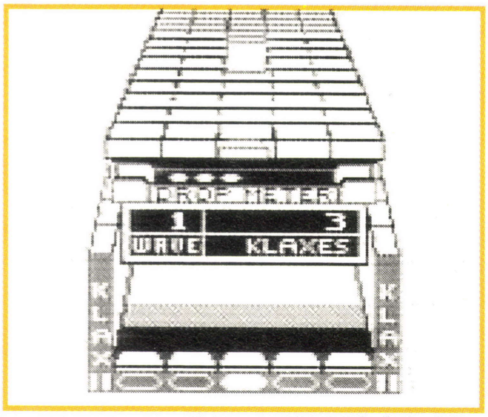
If you don't keep circling the first boss, it smashes you against the walls.

AVERAGE 5

Klax

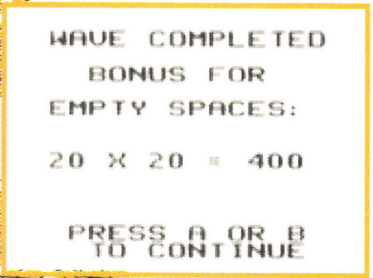
William R. Trotter

When *Klax* first appeared, in full-sized versions for the NES and Sega Genesis, it was well received by critics and players alike. It had the same basic appeal as that all-time classic *Tetris*: It was a fast, simple game that was easy to learn and addictive to play.



Arrange matching falling tiles — if you can see them — to form a "klax."

Those versions of *Klax* use the same kind of arrange-the-falling-objects concept as *Tetris*, but applied it at an angle. Instead of arranging two-dimensional shapes that fall into a pit, you must arrange little tiles which tumble end over end down different lanes of an inclined ramp. When you arrange three or more tiles of the same color (vertically, horizontally, or diagonally), you've created a "klax," which falls off the screen. The tiles fall in "waves"; you advance each time you clear a wave. Naturally, the fancier the arrangement, the more points you rack up. And as each new wave begins, the colored tiles fall a little faster.

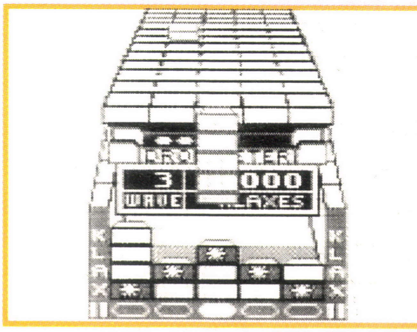

```
WAVE COMPLETED
 BONUS FOR
EMPTY SPACES:

20 X 20 = 400


 PRESS A OR B
  TO CONTINUE
```

The fancier the klax, the more points it's worth.

That's right, *colored* tiles. And that's the flaw that keeps the Game Boy version of *Klax* from being as successful as the hand-held *Tetris*. Without color, the only way to distinguish one tile from another is with shading and line markings. But since the tiles are very small, the differences in shading and marking are nearly *microscopic* — even with a screen magnifier. The result provides more eyestrain than game-playing enjoyment.



You earn more points for diagonal matches than you do for vertical or horizontal klaxes.

Klax is still a great puzzle game; unfortunately, it's just one that doesn't translate well to the Game Boy format.

GP
BELOW AVERAGE
4

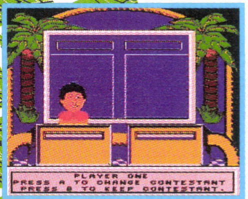
Mindscape (a division of The Software Toolworks); 60 Leveroni Court; Novato, CA 94949

REVIEW

NES
GAMETEK

Classic Concentration

William R. Trotter


PLAYER ONE
PRESS A TO CHANGE CONTESTANT
PRESS B TO KEEP CONTESTANT.

Graphics in *Classic Concentration* are on par with GameTek's other quiz-show videogames — elementary, but serviceable.

GameTek specializes in turning popular TV game shows into videogames. With *Wheel of Fortune*, *Jeopardy!*, *Family Feud*, and a few other games under its belt, GameTek now turns to *Concentration*, a fast-paced game of memory and deduction.

Once you've chosen which contestant represents you, you're confronted with a screen of 25 rotating doors. One door is already open, revealing part of a cartoon. When all the doors are open, a "rebus" puzzle must be guessed. In a rebus, a common phrase or title is represented by pictures of objects or symbols.

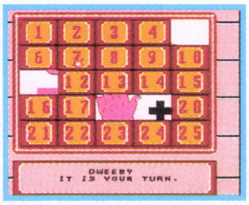
Begin *Concentration* by selecting two doors. Under each is a prize. If you match two prizes, you not only "win" the gift, but two more pieces of the underlying rebus are revealed as well. There are also "wild card" doors which reveal extra parts of the rebus.

Play passes back and forth between contestants until someone is ready to guess what the rebus. In keeping with the TV show's traditions, the rebuses tend to be both clever and tricky. There's not much need for snappy graphics in a game such as this, of course, but GameTek's visuals are sharp and clean.

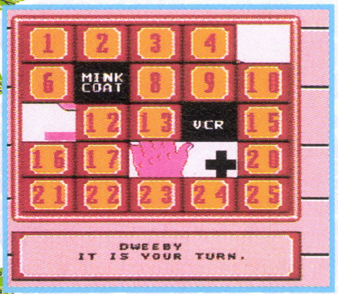
The best way to enjoy this (and the other GameTek videogames), is to play with a friend. The computerized contestants tend to follow fairly predictable patterns and are sometimes able to figure out the rebuses sooner than most human could see enough even to hazard a guess.

So if you like the TV show, you should enjoy playing this faithful 8-bit adaptation. It's definitely one of those fun-for-the-whole-family games.

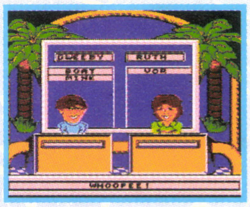
GP


DWEEBY
IT IS YOUR TURN.

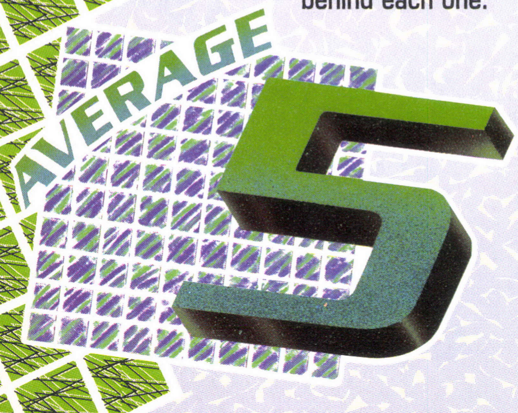
Begin the game by selecting a pair of squares.

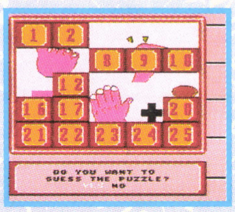

MINK COAT
VCR
DWEEBY
IT IS YOUR TURN.

Unless the prizes shown by your selections match, the squares close again. Try to remember what's behind each one.

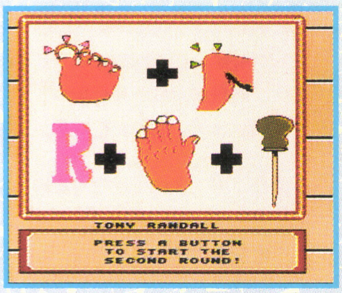

DWEEBY
RUTH
BOAT
MINK
VCR
WHOOPEE!

Prizes are listed on the boards behind each contestant's head.




DO YOU WANT TO GUESS THE PUZZLE?
YES NO

When you think you've an idea of what the rebus says, go ahead and hazard a guess. If you don't, the computer will.


R
TONY RANDALL
PRESS A BUTTON TO START THE SECOND ROUND!

Many of these puzzles are tricky, and the computer has a distinct advantage in terms of logic and memory of previously-turned squares.

REVIEW NES

Tecmo Super Bowl

Selby Bateman

One of the best sports games ever developed for the 8-bit Nintendo system is *Tecmo Bowl*, a football game that won the 1989 *Game Players* Sports Game of the Year. Now Tecmo has updated and expanded that game substantially with *Tecmo Super Bowl*.

The original *Tecmo Bowl* features great head-to-head play, easy-to-control characters, good sound effects, a nice variety of play options, and well-designed graphics. *Tecmo Super Bowl* manages to keep all that, but it adds a great deal more. In the new game, all NFL teams are represented, including most of the players from the 1990-91 season. There are preseason, full season, and Pro Bowl play options, and a battery-backup feature lets you keep the season records going — right through to the Super Bowl.

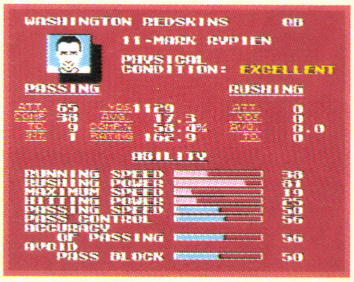
The new game also features more offensive plays and defensive formations than the original. And there are animated scoring and kicking screens that are a lot of fun.

Veteran *Tecmo Bowl* players will have to get used to a few differences in *Tecmo Super Bowl*. For instance, the characters in the new game are smaller, but more detailed than in the original game. But that means you get all 11 players on a team rather than just nine. Play options are displayed sideways rather than vertically — but that's no big deal.

Sports games for the 16-bit Super NES and Sega Genesis systems are deservedly getting a lot of attention these days. But you can bet that there's not going to be a football game for the 8-bit Nintendo system better than *Tecmo Super Bowl*.

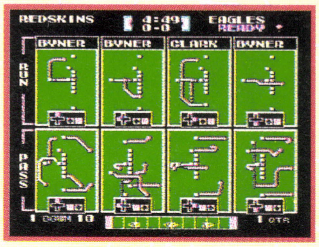
GP

Tecmo; 18005 South Adria Maru Lane; Victoria Business Park; Carson, CA 90746

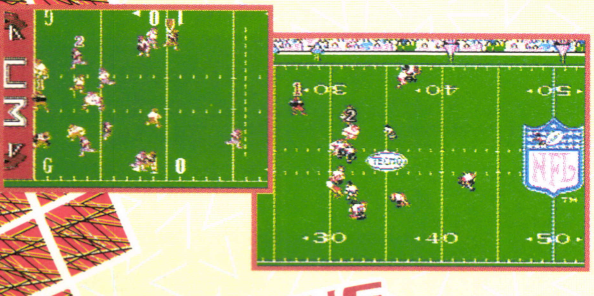


```
WASHINGTON REDSKINS            QB
         11-MARK RYPIEN
         PHYSICAL
         CONDITION: EXCELLENT
PASSING                     RUSHING
ATT.  65  YDS 1129          ATT.   0
COMP. 38  AVG.  17.3        YDS    0
TD     9  COMP%  58.4%      AVG.   0.0
INT    1  RATING 162.9      TD     0
              ABILITY
RUNNING SPEED                    38
RUSHING POWER                    81
MAXIMUM SPEED                    19
HITTING POWER                    25
PASSING SPEED                    50
PASS CONTROL                     56
ACCURACY
     OF PASSING                  56
AVOID
     PASS BLOCK                  50
```

Take command of your favorite superstars and head for the Super Bowl.



Choose from a variety of running and passing plays.

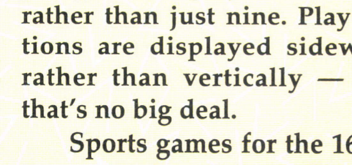


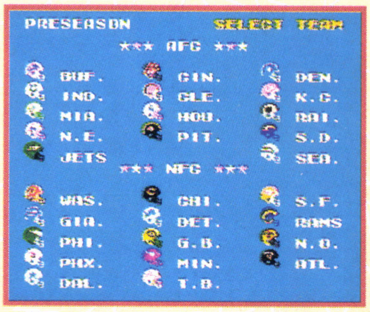
Tecmo Super Bowl gives you smaller players than the original — but a full complement of ll 11 players instead of nine.

OUTSTANDING

9

Animated action screens add some fun to kicking and scoring.





```
PRESEASON                 SELECT TEAM
             *** AFC ***
  BUF.          CIN.          DEN.
  IND.          CLE.          K.C.
  MIA.          HOU.          RAI.
  N.E.          PIT.          S.D.
  JETS                        SEA.
             *** NFC ***
  WAS.          CHI.          S.F.
  GIA.          DET.          RAMS
  PHI.          G.B.          N.O.
  PHX.          MIN.          ATL.
  DAL.          T.B.
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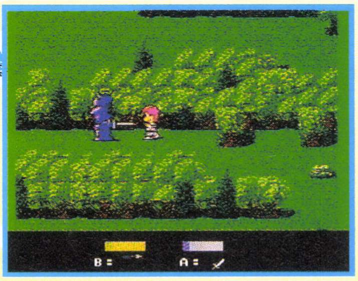
You get all 26 of the NFL teams in this new NES football game.

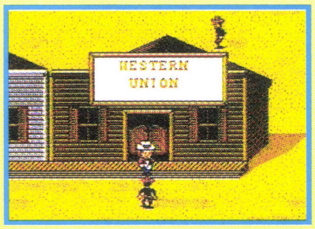
Daydreamin' Davey

Patrick Baggatta



Lumper, the Dark Knight, is waiting for you in the Medieval world. With some skillful sword play on your part, he's soon at your mercy.

Have you ever wanted to step into a more adventurous time in history — a time of heroes? Well, in *Daydreamin' Davey*, you finally get your chance. After a confrontation with the class bully, Davey's imagination turns the creep into the Dark Knight. As Davey, you must defeat the Dark Knight, as well as complete other mythical medievil tasks such as pulling the sword from the stone.

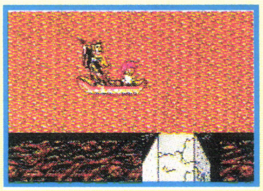


When you're ready to clean up the Old West, go to the Western Union office for instructions.

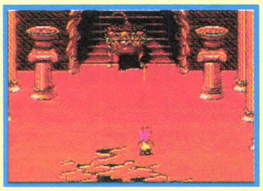
Once the bully has been dispatched, your crabby old teacher says "Let's get ready to draw." Guess where Davey's imagination takes him next? Naturally, he heads for the quick-draw Old West territory. Using a pistol and a whip, Davey must round up the Angus gang.

In ancient Greece, you're forced into battle with snake-haired Medusa and one-eyed Cyclops. You also find a Golden Knight, who gives you a powerful shield. But watch out — that knight's not very generous if he's attacked.

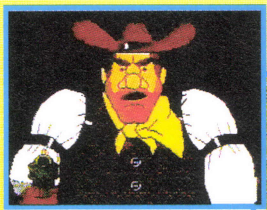
The problem with *Daydreamin' Davey* is that you keep returning to these same three locations instead of expanding your travels to such destinations as Sherwood Forest or ancient China. The game also drags on so long that what at first seems to be an original concept turns tiresome. However, *Daydreamin' Davey* has a touch of strategy to spice up the action, and young kids — the target audience — should find it enjoyable.



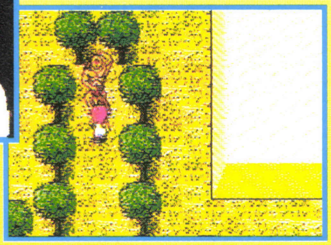
If you don't have a gift to offer the ferryman, he won't take you across the river of Hades.



In Cloud World, use your shield to defeat the guards, then take the magic shoes from them and cross over the gaps in the ground.



You've got to be quick to beat this gunslinger, so prepare yourself for some dead-eye shooting.



The Cyclops in ancient Greece swings a mean club — but you've got speed and skill on your side.

AVERAGE 5

GP

HAL America; 7873 SW Cirrus Drive; 25-F Beaverton, OR 97005

HyperZone

Richard Lashley

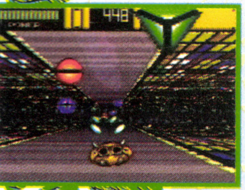
In the not-so-distant future, space isn't just the last frontier — it's the *only* frontier. Centuries of pollution have rendered Earth uninhabitable, so the Earth Council sends a probe into the HyperZone, an asteroid belt between Mars and Jupiter.

Unfortunately, the probe finds that the HyperZone is filled with radioactive, half-organic, half-mechanical creatures. You're the lucky pilot sent into the area to make it safe for colonization.

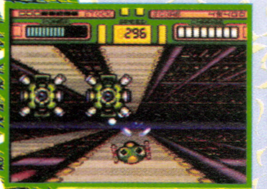
Your strategy is simple: Blast the creatures hovering over the tracks and dodge whatever your cannons can't destroy. The narrow trails make maneuvering difficult, however, and braking or running off the tracks wastes valuable energy. The only safe place to slow down is at a Power Zone, a blue-green refueling area.

Take advantage of the easy initial stages to kill enemies and collect points you can later exchange for a better ship. Your first ship, the BM 4, is lightly armed, but speedy. Eventually, however, you'll want to obtain an alien-toaster like the RW 91, a nimble craft that's armed with a powerful HyperBlast gun.

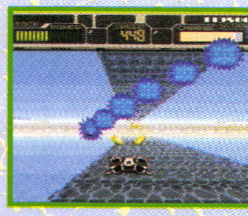
Each stage in *HyperZone* is unique and illustrated with vibrant graphics. It's not as fast moving as another space-racing game, *F-Zero*, and the tracks aren't as complex, but you'll probably get farther into the game in a shorter amount of time. The great perspective and scaling effect of the creatures and obstacles whizzing past your ship offer a light-headed rollercoaster ride through space.



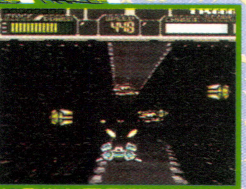
Surviving in the HyperZone belt means acquiring better ships as quickly as possible. You're penniless at the beginning of stage 1, so quickly destroy 30,000 points worth of enemies.



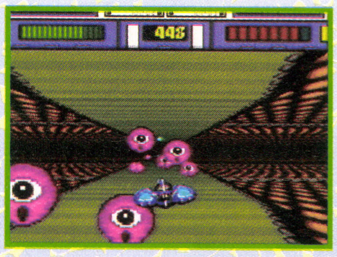
Rearview mirrors would be a help in the Old Capital (area 3). These enemies streak past you from behind, leaving floating globes of antimatter in their wake.



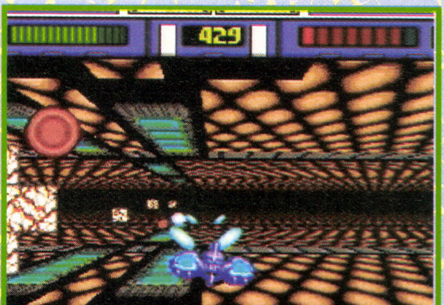
The boss of the Ripple Field (area 4), shoots orbs of energy at you in random patterns.



These turrets are positioned along the entrance to the Neo Megalopolis (area 6) track. Run off the track and blast a path through them.



By the time you reach the Bio Plant in area 7, you should have acquired the X003 ship. Now that you're armed with a powerful HyperBlast cannon, you can clear hordes of enemies with a single shot.



In the final area, the HyperZone, you meet familiar faces as well as deadly surprises. Luckily, you're in the cockpit of the best ship, the BM 4 Reform.

GOOD 6

GP

REVIEW

NES
LJN

LJN; 1 Spring Street; Oyster Bay, NY 11771

Wolverine

Jeff Lundrigan

Wolverine certainly *looks* nice. The colors are bright, the graphics are sharp and relatively flicker-free, and most of the characters have a fair amount of detail.

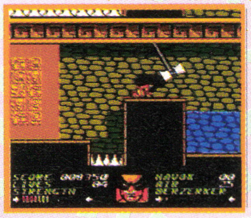
Beyond that, however, there's really not much to the game —at least, nothing you haven't seen before. There's lots of running and jumping, some punching and kicking, and just a little swimming thrown in for good measure.

In fact, although the game is named after the Marvel Comics' hero, Wolverine doesn't have much to do with what's going on, and what few parts of the game *are* taken from the character just slow things down. Wolverine's infamous "berserker rage," for instance, is represented along the bottom of the screen by a power meter that grows when you fight an enemy. When the meter tops out, Wolverine goes crazy, swinging wildly and waving his claws.

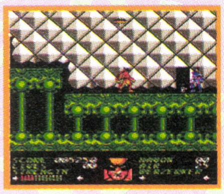
He's partly invincible when this happens, but so uncontrollable that it's impossible to perform the kind of precision jumps the game requires. You're better off just waiting for the episode to pass.

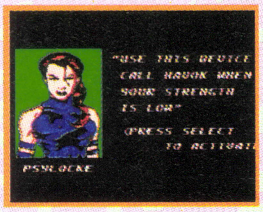
To prevent the power meter from topping out, you must *avoid* fighting — and what good is a videogame where you can't kill a few bad guys?

GP



The "Trial by Traps" has a lot of these pendulum blades. Duck and crawl to get by underneath.



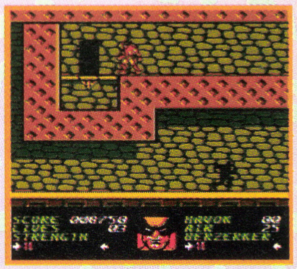


"USE THIS DEVICE
CALL HAVOK WHEN
YOUR STRENGTH
IS LOW"

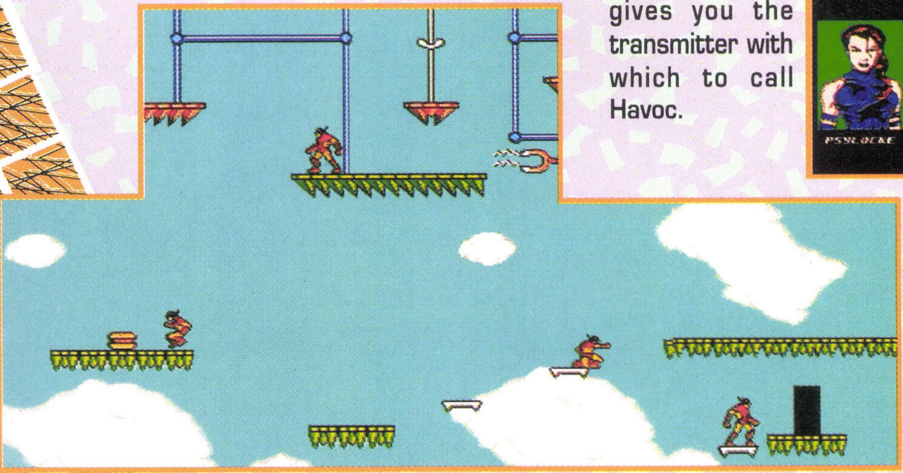
PRESS SELECT
TO ACTIVATE

PSYLOCKE

Inside the door is Psylocke, who gives you the transmitter with which to call Havoc.



Be sure to check out alternate routes through each stage. Extra doors often lead to bonus items, such as this door in stage 3 that leads to an extra continue. Other continues are hidden in stage 4 and 6.



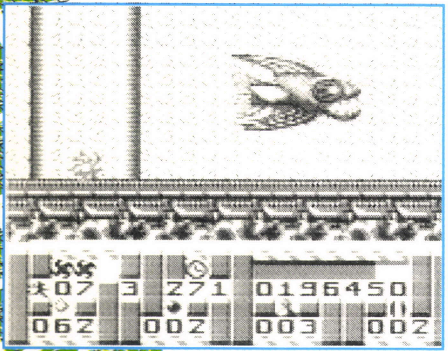
Finding Havoc during stage 2 can save you some trouble getting through the rough spots later in the game. You must kneel and punch from the next-to-last platform to get the last one moving, and watch out when you hop to the door — the surface in front of the door moves.

AVERAGE 5

Accolade; 550 South Winchester Blvd.; San Jose, CA 95128

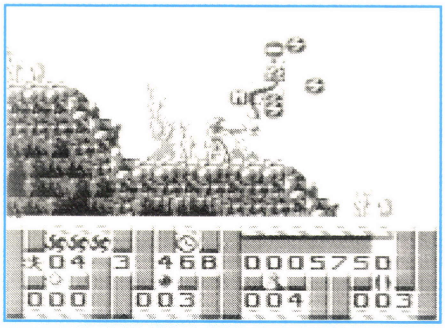
Turrican

Jeff Lundrigan



When you're in Buzzsaw form, you're invincible. Transform, then use the Power-Line weapon — or even a well-powered-up Multiple Shot gun — to defeat the bosses.

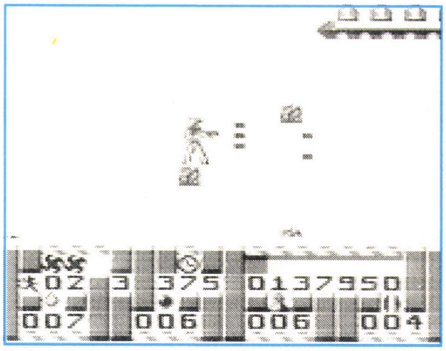
Don't you hate it when your bio-engineering system goes berserk? It happened years ago on Alterra in the aftermath of an earthquake. Instead of keeping the planet safe and inhabitable, the Multiple Organism Unit Link (MORGUL) started destroying all life.



At the very beginning of the game, run all the way to the left, kneel at the top of the cliff, and shoot right. A hidden block appears — shooting it uncovers power-ups.

Luckily, a mutant warrior known as Turrican has now been created. His mission is simple: He must reclaim Alterra by wiping out its new mutant life and destroying the damaged MORGUL.

Turrican has four long, *long* levels, each with two bosses, located midway through and at the end of the stage. If you run out of energy, you can continue from the exact spot you died, but if you run out of lives, it's back to the beginning of the level.



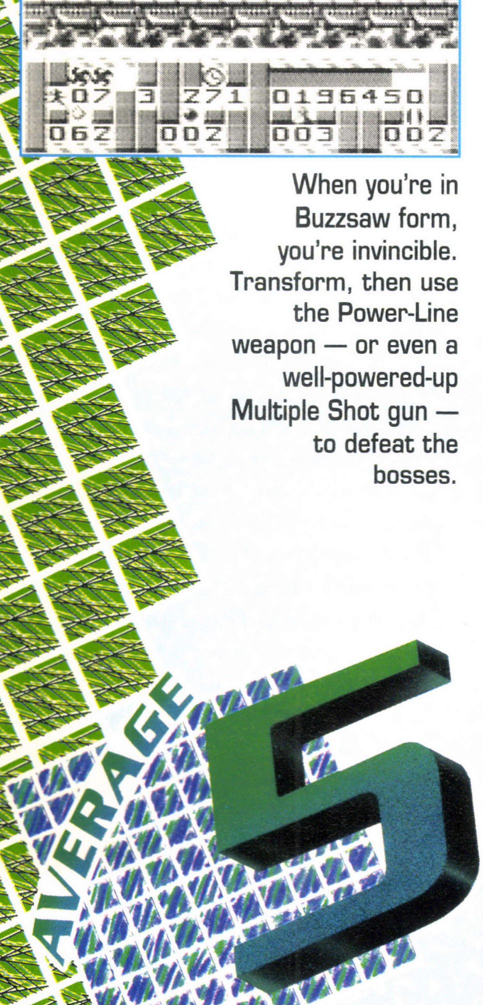
Power-up blocks are hidden throughout the game. After defeating the Gauntlet, there's a series of blocks off the top of the first pair of towers, leading up to a plethora of one-ups.

The game provides a handful of continues, and you can earn even more, but considering the game's level of difficulty and length of its stages, there simply aren't enough chances to finish the adventure. *Turrican* doesn't have the smoothest character control either, although it's certainly no worse than any number of Game Boy titles.

In spite of these problems, there are some good points. You have a lot of different weapons at your disposal, and there are power-ups all over the place (hint: avoid laser-blast tokens like the plague — this weapon is almost as useless as the regular gun). The large levels also give you plenty of area to explore.

Turrican is currently available for the Sega Genesis, and it says a lot that the Game Boy version is virtually the same, with everything found in the same places and the enemies defeated in the same way. But the graphics, even compared to other Game Boy titles, aren't up to standards. In fact, *Turrican* is an overall average game.

GP

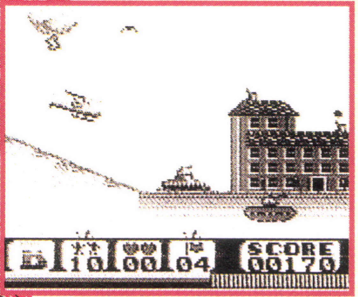


REVIEW

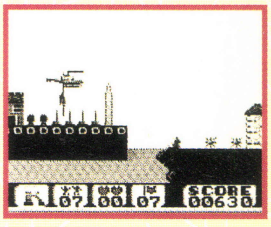
GAME BOY

Choplifter II

Phill Powell



A classic Choplifter II dilemma: You're hemmed in by the storm clouds, massive cannons are gunning for you, and a patrolling tank hopes you're going to fly into its sights.



The rope is one of the handiest items you can pick up. Without it, there's no way you could land on the ship's spikes and retrieve these prisoners of war.

Choplifter II contains equal parts of fun and frustration. Essentially, it's a set of 15 rescue missions in which you pilot a whirlybird through various war zones while trying to retrieve prisoners of war and bring them safely back to your home base.

The incredible ability of helicopters to hover and move in all directions makes them natural vehicles for videogames. The 'chopper you fly in JVC's *Choplifter II* not only sports a front-end machine gun, but it can also pick up assorted weapons, ranging from flamethrowers to bombs to missiles.

Because of your 'chopper's limited carrying capacity, missions usually require at least two trips out — which means you should be prepared to fly over the same territory several times as you shuttle passengers to safety. Seeing the same territory repeatedly can make *Choplifter II* lag in the action department and seem repetitive.

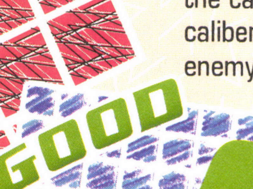
More of a problem is the chopper's strange controls. All your steering is done with the directional pad of your controller, which makes a lot of sense. Unfortunately, pressing the directional pad to the left or right also turns the helicopter from its normal side view to a position facing you.

That may not seem like a big deal, but having the directional pad control two functions makes the helicopter much less maneuverable. And since you encounter situation after situation in which being able to slide through or into a small space is critical to your success and survival, one slip on the directional pad and your little whirlybird can dissappear in a puff of smoke. When precise movement is this important, you shouldn't have to worry about whether your 'chopper is about to change positions and possibly even blow up.

It says a lot for *Choplifter II* that it's still a very enjoyable game, despite this sizeable design problem. The missions, which show lots of variety and imagination, take place over deserts, seas, jungles — even inside a cave. The game's graphics look good without complicating the action. The password feature is always welcome — and it's particularly helpful in this game.

Choplifter was a big hit in arcades, and players who enjoyed the coin-op version should find this translation acceptable. If you liked it before, there's no reason why you shouldn't sign up to rescue these small-screen P.O.W.'s.

GP



Your flight through the second sector is complicated by the cave's hazardous terrain. Expect some tight squeezes when your descent to the bottom of the cave prompts a high-caliber greeting from an enemy gun.

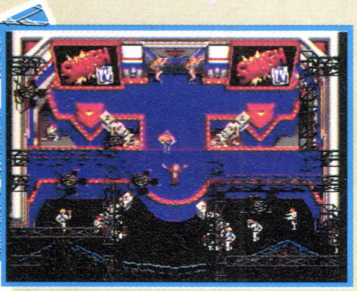
GOOD 6

REVIEW

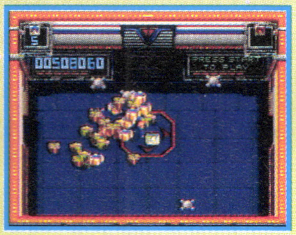
SNES
MINDSCAPE

Smash TV

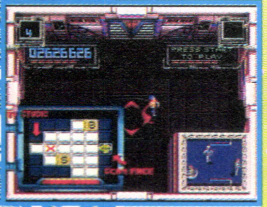
Jeff Lundrigan



Before beginning a match, take a bow before your screaming fans.



So many prizes, so little time.



Work your way through the maze of arenas to the studio's big boss.

In the not-too-distant future, a TV show like *American Gladiators* will be sissified. Why tune in and watch contestants compete in silly sports games, when you can get involved in the human drama of a contestant fighting for his *life* against an army of deadly robots?

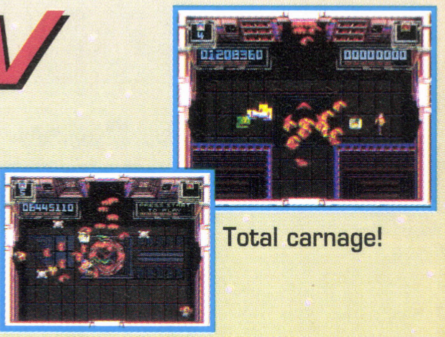
Welcome to *Smash TV*, where life is cheap and prizes are plentiful. As a contestant, your only concern is to stay alive, pick up money and prizes, and blow up as many robots as possible.

Fans of the popular arcade game will love the Super NES version. In fact, the only difference is a slight toning down of the game's rather gleeful gore (Nintendo has that strict "no flying intestines" policy). All the action remains essentially unchanged.

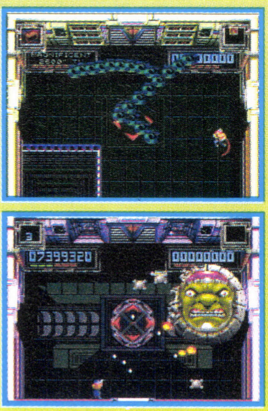
Smash TV isn't a game for the faint of heart or the slow of fingers. "Challenging" doesn't *begin* to describe its difficulty level. Oddly enough, in spite of the relatively simple game play (or maybe because of it), you don't really *mind* constantly replaying the first sections of the game.

If you're looking for mindless destruction on a mass scale, look no further.

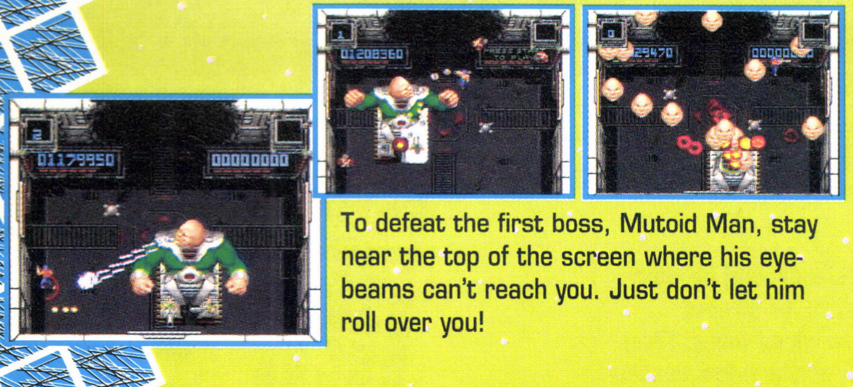
GP



Total carnage!



Scarface can be pushed back by keeping up a steady stream of firepower. However, he can take an *awful* lot of punishment.



To defeat the first boss, Mutoid Man, stay near the top of the screen where his eyebeams can't reach you. Just don't let him roll over you!

VERY GOOD 7

Mindscape (a division of The Software Toolworks); 60 Leveroni Court; Novato, CA 94949

REVIEW

NES

Rampart

Stephen Poole

The most addictive and challenging games are usually based on a simple idea, and *Rampart* is no exception. In this new NES game from Jaleco, you're given a castle to defend against a fleet of warships or a neighboring castle. Learning the rules doesn't take long, but once you begin playing, you'll find there's a lot more to this game than meets the eye.

Rampart is played in a sequence of turns. First, choose a spot to build your castle, then place cannons inside its walls. In the battle sequence you use a movable gunsight to determine your target, then you and your opponent blast away at each other. After that, it's time to repair any damage you've sustained, as well as expand your walls to include more castles — making room for more cannons.

In the one-player mode, the computer controls a naval armada: gunships pound you with cannon fire, troop ships deposit invading armies, and flagships fire cannonballs that leave craters on which you can't build. Any troop ships left after the battle sequence send armies ashore that can hamper your construction and destroy undefended castles.

Each player defends a castle in the two-player mode. There's a *lot* of strategy involved in deciding where to place cannons and where to attack the enemy. The rebuilding sequence in both modes is much like *Tetris* — the wall segments come in various shapes, and you rotate the pieces to make them fit properly. It's almost a game in itself.

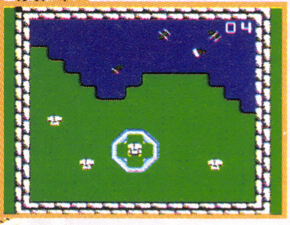
It's true that there are games with better graphics and sound than *Rampart*. But *Rampart*'s blend of strategy and action makes it the kind of game you can play repeatedly and still be ready for more. No doubt about it — *Rampart* is a real blast.

GP

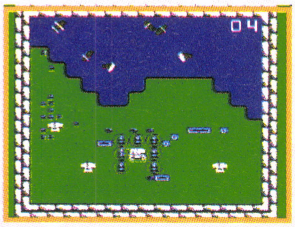
EXCELLENT 8

Jaleco: 310 Era Drive: Northbrook, IL 60062

Repel the Scurvy Dogs of the Red Fleet

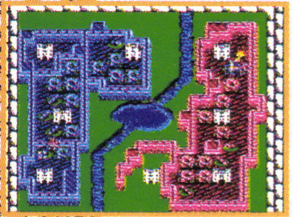


Something to consider when choosing a castle: The closer your fortress is to the water, the less time it takes for your cannonballs to hit the enemy — and vice versa.

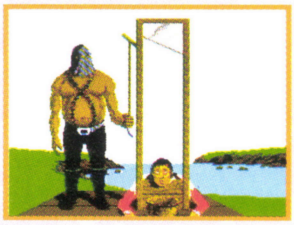


If you don't take out the troop ships during battle, they unload an invading army. Here, the forces to the left of the screen make expansion in that direction impossible.

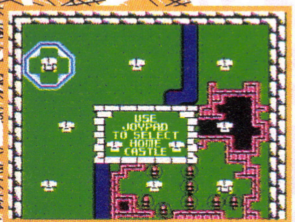
It Takes Two to Tangle



You can opt for indestructible cannons, or choose how many hits it takes to knock artillery out of commission. Once a cannon is destroyed, you can't put anything there — not even a new cannon.



If you're unlucky enough to lose, you'd better hope your opponent isn't the kind to hold a grudge!



Be sure to rebuild the walls around at least one castle after each battle, or *all* your cannons and buildings are wiped away. Then you must start over with only a single castle and three cannons.

REVIEW

NES

Jeff Lundrigan

Kung Fu II

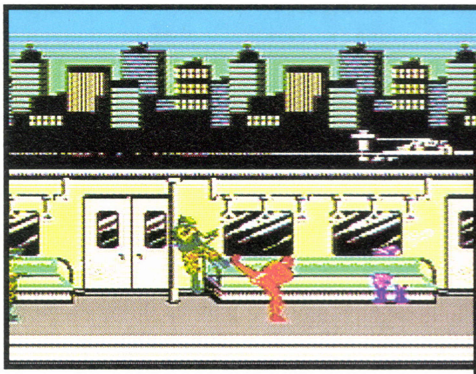
The original *Kung Fu*, released back in 1985, was the first martial-arts action game for the NES. Closely patterned after the arcade version, it wasn't a classic, but it was a good, solid game.

Since then, there have been a *lot* of martial arts games — so many that *Kung Fu II* doesn't add much to the genre. Your arsenal of fighting skills consists of a punch, a kick, and a jump-kick ... that's it. When you consider the number of moves at your command in games such as *Double Dragon*, this is tame stuff.

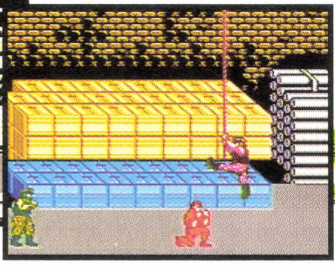
The graphics aren't all that exciting, either. The animation isn't bad, and the play control is fairly responsive, but the characters are small, and the backgrounds are very simple, with big blocks of color and lots of straight lines. There isn't even a good variety of enemies.

This is a big disappointment from Irem, whose other titles, including *Metal Storm* and *R-Type*, are very good. In fact, the whole game has a vaguely unfinished feel — almost as if the designers meant to add more to the game.

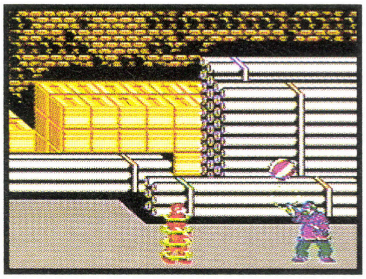
GP



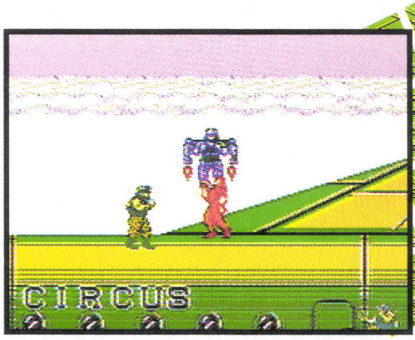
To defeat Flame Joe, the first boss, run up and kick him repeatedly.



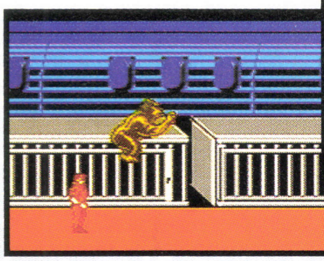
When these enemies swing in — on perfectly straight ropes — wait until the last second to duck. They pass right over you.



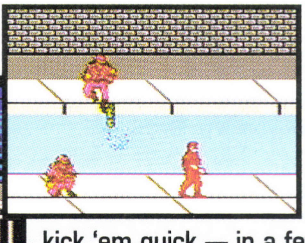
Chin Gensai throws rings of magic force that can freeze you in your tracks. Break out of them by kicking and moving the control pad quickly.



When the jet-pack enemies appear, freeze, wait for them to swoop down, then kick them out of the air.



Mr. Benjamin is the ringleader of a corrupt circus. Before you can fight him, you must defeat his pet gorilla.



When ninjas pop out of the water, you'd better kick 'em quick — in a few seconds, they start throwing deadly shuriken.

BELOW AVERAGE 4

Irem; 8335 154th Avenue NE; Redmond, WA 98052

REVIEW

GAME BOY
NINTENDO
OF AMERICA

Nintendo of America; P.O. Box 957; Redmond, WA 98073

Super R.C. Pro-Am

Vince Matthews

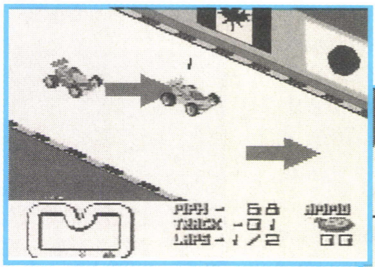
Super R.C. Pro-Am puts you and your radio-controlled racer in the thick of the R.C. Pro-Am tour. Racing for the coveted championship trophy, you face deadly curves, oil slicks, and three other opponents.

There are 24 increasingly difficult tracks in this Game Boy action game that test your skill on every turn. Each track is littered with power-ups and weapons with which you upgrade your car, including tires, motors, batteries, and missiles. All these goodies — plus some other bonus items — help give you a much-needed advantage in the races. And if you grab bonus letters to spell "Nintendo," you get a car upgrade.

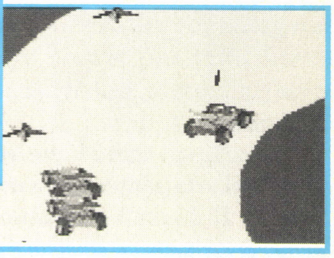
The game control and graphics are superb, even allowing up to four human players to compete against each other. But because of the small screen and rapid scrolling, power-ups and letters are almost impossible to see until you've passed them or accidentally run over them. And, of course, if you miss these power-ups, you can't upgrade your car or win many races.

So although *Super R.C. Pro-Am* is a faithful adaptation of the NES game *R.C. Pro-Am*, playing it can be frustrating.

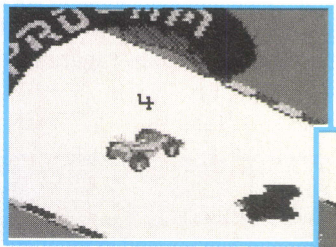
GP



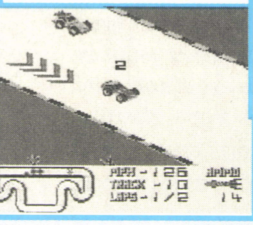
Get in front and *stay* in front. The computer drones have a nasty habit of leaving you in the dust.



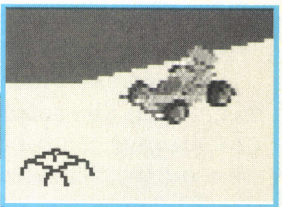
Take sharp turns and learn the "feel" of your car.



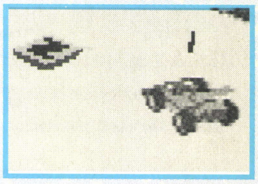
Although any of several obstacles can hamper your progress, oil slicks are your major concern.



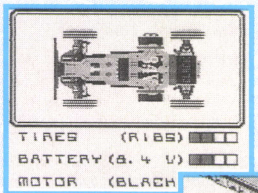
"Zippers" give your car a sudden burst of turbo-speed.



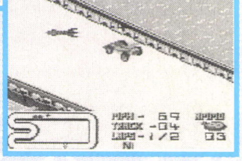
Roll cages prevent you from crashing when spinning out of control.



Collect all the letters in "Nintendo" to earn a faster, more controllable car.



Power-ups include tires, motors, and batteries.



Save any weapons you grab for desperate situations.

GOOD
6

GAME BOY
ELECTRONIC ARTS

Stephen Poole

Jordan vs. Bird One on One

You'd think a game named after two of the NBA's biggest stars would be a first-rate basketball simulation — especially when you consider that the Birdman and Air Jordan both worked with Electronic Arts to make sure their videogame counterparts looked right and played right.

Unfortunately, someone along the line dropped the ball because *Jordan vs. Bird* for the Game Boy doesn't come *close* to re-creating the fast, intense action of a one-on-one matchup between two highly skilled athletes. The animation is the main problem here — you just don't feel as if you're controlling your player. And that's probably the most important component of any sports videogame.

Since almost every other part of the game is nicely done, it's too bad the animation doesn't do justice to these two living legends. There are plenty of options to set up the one-on-one matchup to suit your tastes: You can play winner's outs (the scoring player keeps possession of the ball); fouls or no fouls; play a timed game or to a set number of points; and adjust the computer's skill to match your own. There's also a slam-dunk contest that pits you against Michael, and a three-point shootout where you go up against Bird.

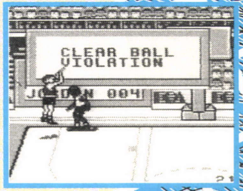
But once you start one of these contests, it won't be long before you begin to wish the final buzzer would sound. If you play as Jordan against Bird, you're pretty much helpless against his three-point shooting. Your chances are better if you play as Bird because you can at least sink some three-pointers (you earn one contest point for regular baskets and two for three-pointers).

Jump to block a shot, and it looks as though your character has stepped into a zero-gravity environment — he floats slowly upward, then back down. While that's going on, expect your opponent to blow past you for a rebound or an easy basket. The action in this game just isn't smooth or fast enough to satisfy.

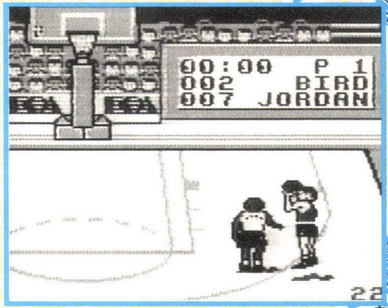
Don't expect much more success in the other contests. Pulling off a dunk to match the computer Michael's is very tough. And in the three-point shootout, it takes *a lot* of practice just to get all your shots off before time expires, much less sink enough of them to win.

If you want to see Michael Jordan and Larry Bird , your best bet is to wait until the Celtics and Bulls play on TV.

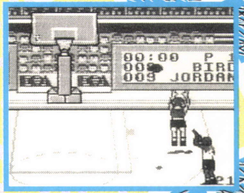
GP



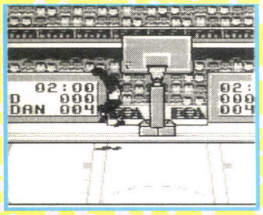
If you don't take the ball past the top of the key after pulling down a defensive rebound, you're called for a clear ball violation.



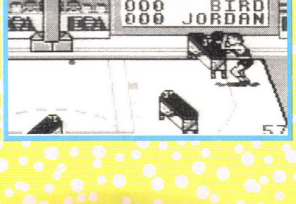
Bird's outside shooting is nearly impossible to stop.



Don't jump to block a shot unless you're positive you're going to get a hand on the ball.



The computer Michael almost always executes flawless dunks.



Speed is just as important as accuracy in the three-point contest.

WEAK 3

Die Hard

Jeff Lundrigan

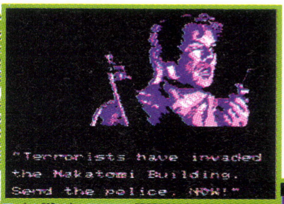
You're trapped in a 40-story building, you've got no chance of help from the outside, and there's a gang of ruthless criminals running rampant. It's not a good start to the holiday season, but it's an excellent idea for a movie. You'd think it would be an equally good idea for a videogame, but that's not the way it works out. *Die Hard* is fairly challenging; it's just very limited.

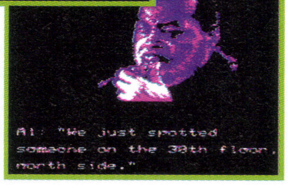
The biggest problem with the NES game is that it follows the movie *too* closely — there aren't many surprises. The crooks need a certain amount of time to open the building's vault, and in that time you move from floor to floor, getting into shootouts and trying to whittle down their numbers so you face only a few in the final stage.

You can improve your odds by alerting the police from the roof with a radio, and there *are* different endings depending on what you're able to accomplish. However, it's so difficult to win the game without doing everything exactly right, that once you've figured out the best order of events, you just play through them — over and over again — until you're skilled enough (or lucky enough) actually to beat the game.

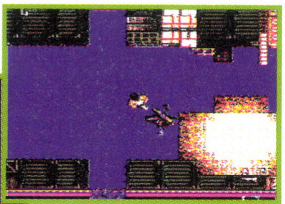
You might actually enjoy playing *Die Hard* for a while, or even pressing ahead until you beat it once. But it's a game that quickly wears out its welcome.

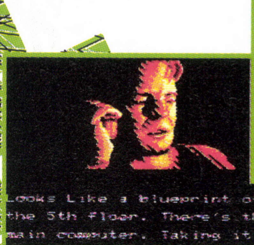
GP


"Terrorists have invaded the Nakatomi Building. Send the police. NOW!"

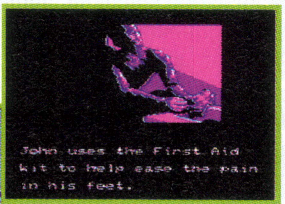

Al: "We just spotted someone on the 30th floor, north side."

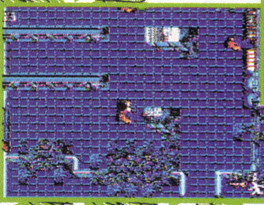
Once you get to the roof and alert the police, Al helps you by letting you know the whereabouts of the crooks.



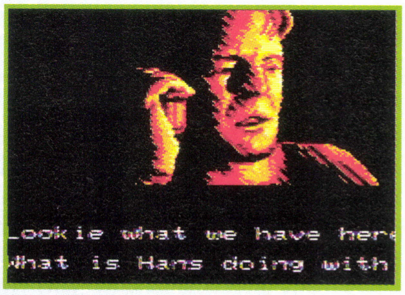

Looks like a blueprint of the 5th floor. There's the main computer. Taking it

As soon as you can, use the blueprints to find the building's computer, then blast the machine with a rocket launcher to gain some vital extra time.

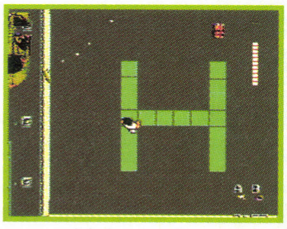

John uses the First Aid kit to help ease the pain in his feet.



As you cut your feet on broken glass, you slow down. You can heal yourself, however, by using the first-aid kits that are always found in the same places in the building.


Lookie what we have here
What is Hans doing with

The all-important detonators are tough to find — and even harder to keep. They're the first thing you drop if you take any damage.



If you go to the roof after the police arrive, watch out for the rescue chopper. The crew thinks you're a crook and tries to shoot you — just as in the movie.

AVERAGE 5

REVIEW

NES

Ghoul School

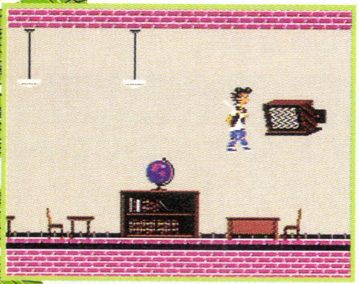
Patrick Baggatta

The nightmare begins the day before Halloween when our hero, Spike, accidentally infests his high school with the walking dead. And if that wasn't bad enough, Spike's main squeeze, Samantha, has been taken against her will to the zombies' Ghoul School. After witnessing several failed attempts to thwart the ghostly infestation, Spike decides that it's up to him to get rid of the ghouls and save Samantha.

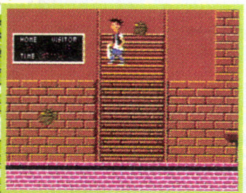
Unfortunately, sheer determination isn't enough to defeat these creatures. You, as Spike, must hunt for the weapons the earlier ghoul-fighters dropped as they were overpowered by the undead. But to find the weapons, you must do a lot of tedious exploring through different wings of the school.

Some items are easy to find, while others are fiendishly hidden. However, it sometimes seems as if the items you spend the most time hunting turn out to be of little use in your battle against the ghouls. You must also be prepared to map the school — if you don't know the layout of the building, you won't get far.

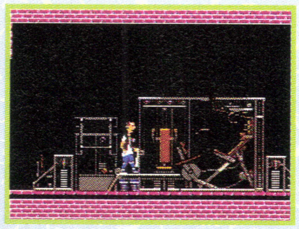
GP



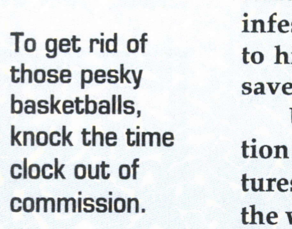
Take a few whacks at the TVs to receive a life-replenishing apple.



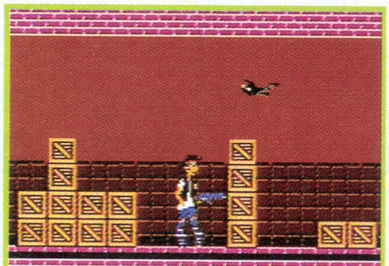
To get rid of those pesky basketballs, knock the time clock out of commission.



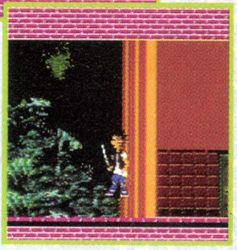
Look closely at the weight machine — there's a useful set of footwear inside.



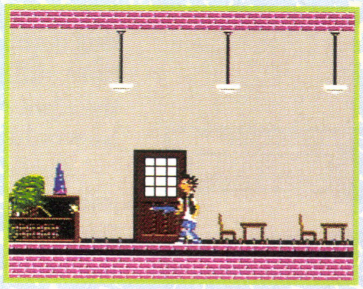
This gun, the Deweytron, isn't the most powerful, but it *is* reliable.



Without the spring shoes, you just have to wonder what's on the other side of these boxes.



This floating Medusa's head means business. Don't confront it unless you're *sure* you're prepared.



The Deweytron is pretty specialized — it allows you to keep a safe distance when battling monsters with detachable heads.

BELOW AVERAGE

4

Electro Brain; 573 East 300 South; Salt Lake City, UT 84102

Roger Clemens MVP Baseball

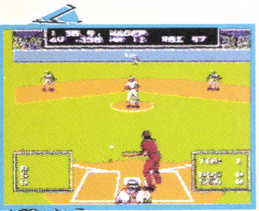
Brian Carroll

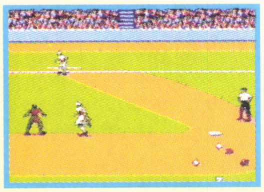
For years, Bo Jackson, Ryne Sandberg, and Roger Clemens have competed on the baseball field. Now, with the release of *Roger Clemens MVP Baseball,* they're competing on store shelves for videogame sales.

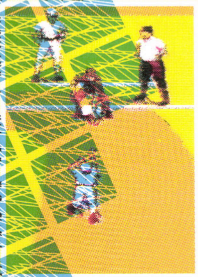
Unfortunately for Rocket Roger, his game doesn't sparkle as brightly as his pitching. With average game play and few new features, *MVP Baseball* is good, but well short of spectacular.

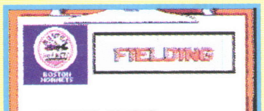
One of those new features is the way in which stolen bases are attempted. You execute your pick-off move the same way you do in most games, but in *MVP Baseball,* you must apply the tag as well. Unfortunately, this requires as much guesswork as it does skill. If the base runner goes to the right of the bag, and you guessed he would veer left, he's safe.

Since *MVP Baseball* isn't endorsed by Major League Baseball, LJN couldn't use the names of real pros in the game's roster. Instead, LJN rearranged and amended those real names to create a new roster. A lot of the fun of *MVP Baseball* is trying to decode the almost-familiar names. For example, the right fielder for Los Angeles is Raspberry, a player obviously based on Dodger slugger Darryl Strawberry.


Bunt to advance runners and occasionally to pick up a cheap base hit.

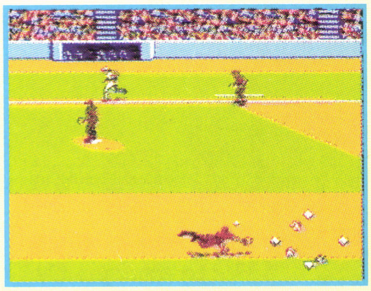

If you can catch a player in a rundown, you should charge toward him to force him back to the bag.

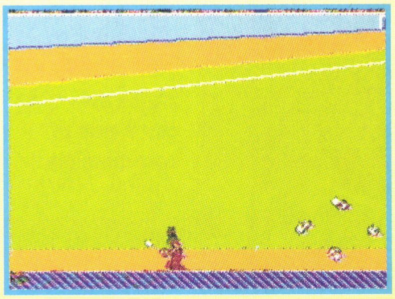

When a player tries to steal, you must not only make the throw in time, but the tag as well.

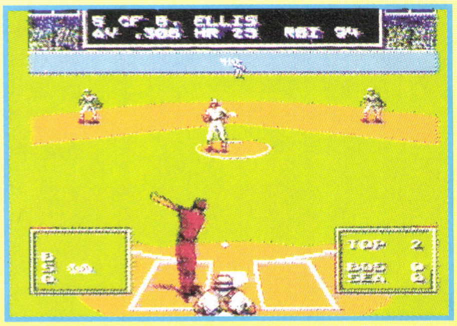

FIELDING
BOSTON HORNETS
PITCHER STATUS
REL # PITCHES: 24
CHE RADAR GUN: 102
ASK THE ROCKET
EXIT

Check out the status screen for an update on your pitcher.

VERY GOOD 7


Diving and leaping are the keys to making great defensive plays.


Fielding in the outfield isn't easy. On the plays to the wall, you momentarily lose sight of the ball.



As "Rocket Roger" Clemens demonstrates in the majors, pure power is often the most effective way to get a strike.

REVIEW

NES

Stephen Poole

Shatterhand

An army of murderous cyborgs under the control of a renegade general has begun a murderous rebellion. It's up to one man to thwart their plans of world domination.

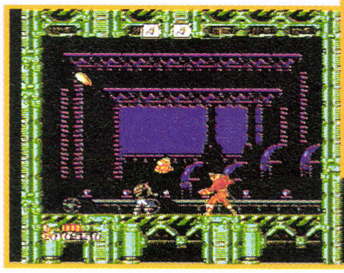
Steve Hermann was just another cop on the beat until his hands were maimed by two of the cyborgs. After he's equipped with a pair of powerful cybernetic hands, Hermann sets out on a mission to smash the revolt — and extract a little revenge in the process.

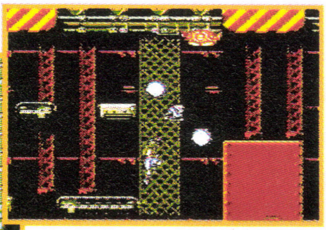
There's nothing original about the plot in *Shatterhand*, but there are a couple of twists in game play that put it slightly above most punch-and-jump adventures. In addition to your fists of steel, you can acquire a satellite robot by collecting three letter icons — the type of robot is determined by a combination of B's and L's. The robot can blast enemies, block shots, or even turn into a jetpack for a lift to hard-to-reach spots.

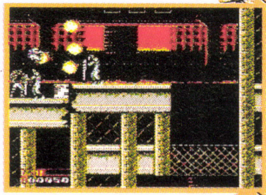
Getting through the game's seven levels is fairly difficult, and the challenge of figuring out which robot is best for each situation adds a nice element of strategy to *Shatterhand*. The graphics in each level are unique and interesting, although flicker and slowdown hamper game play when a lot of characters are on-screen.

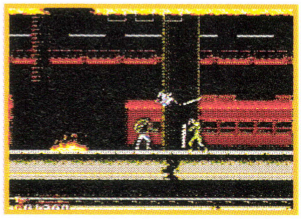
Shatterhand is a good action game, and it should challenge all but the most jaded gamers. After you've played a few times, though, you'll probably feel like you've been down this road before.

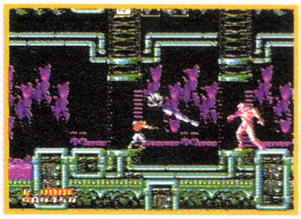
GP

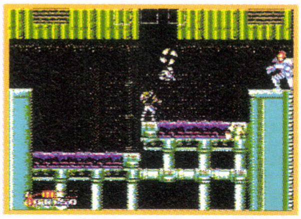

The Grenadebot (BBB) is the best all-around robot, perfect against the first boss.

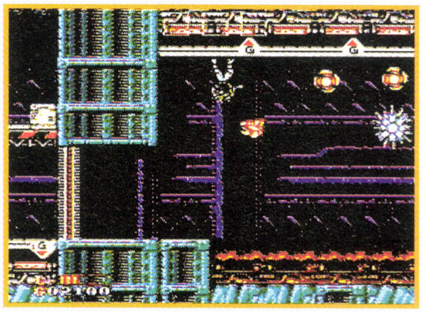

Yobobot (LLL) shoots fireballs that fly forward and backward.


The Bounceobot (BLL) can destroy bombs that fall on the streets of the Ravaged City.


When you're beneath the city, use the Swordbot (LBL) to smash enemy hovercars.


The Laserbot (LLB) is good for blasting the mummy-like cyborgs aboard the general's submarine.


Yoyobot (BLB) works like the Yobobot, but it can fire up to three discs at once.


The ricocheting shots of the Ricobot (LBB) are perfect for the cramped corridors of the Anti-Gravity Research Center.

GOOD 6

REVIEW

GAME BOY
THQ

Attack of the Killer Tomatoes

Tom R. Halfhill

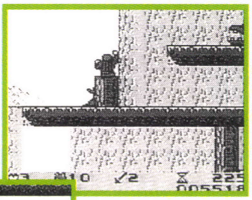
Over the years, videogame players have faced many kinds of enemies: criminals, mad scientists, vampires, dinosaurs, soldiers, ninjas, ghosts, terrorists, and space invaders of every size and description. But killer tomatoes?

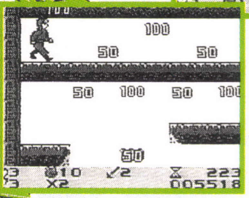
Attack of the Killer Tomatoes was originally a campy movie that was so bad it was funny. Then it became a TV cartoon, and now it's available for the Game Boy. You play the lead role of Wilbur Finletter, a wacky hero who sets off alone to save humanity from an invasion of overgrown vegetables.

This is basically a standard run-and-jump action game with various items to pick up and bonuses to find. Instead of beating a boss to finish each stage, you must find a can of tomato juice. (However, you encounter three boss tomatoes at different places in the game.) You can defend yourself with kicks and punches, or squash tomatoes by jumping on them. Power-ups give you extra lives, more health points, temporary invincibility, special weapons, or additional time.

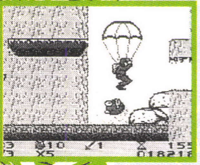
For some reason the animation is often sluggish, and we found the game easier than most. Overall, *Attack of the Killer Tomatoes* is an average game with few surprises — either good or bad.

GP

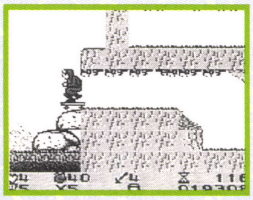




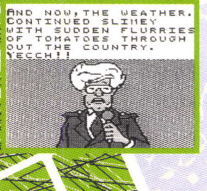
Crawl inside this hollow stump near the beginning of stage 1 to find a secret bonus room. More rooms like this are hidden throughout the game.



After you find a parachute pack, you can float off cliffs and buildings to collect bonuses in the sky.

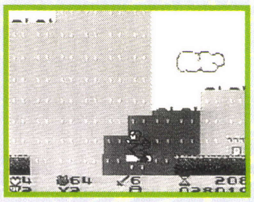


Wilbur can use a skateboard to move more quickly and chase down escaping cherry tomatoes.

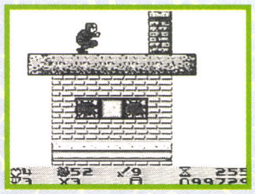


AND NOW, THE WEATHER.
CONTINUED SLIMEY
WITH SUDDEN FLURRIES
OF TOMATOES THROUGH
OUT THE COUNTRY.
YECCH!!

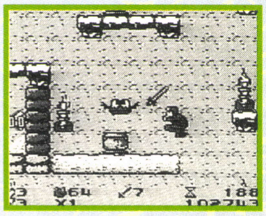
Between stages, this stuffy TV newscaster gives you up-to-date information on what's happening.



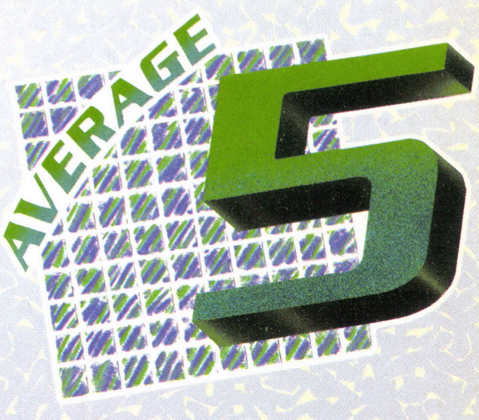
Directly beneath the tomato juice can in stage 2 is an invisible jumping platform. It lets you grab the can without falling off the screen!



Crawl down this chimney in stage 4 to find another secret bonus room.



Flying tomatoes — called "bat-tatoes" — are among the many hazards you face in stage 5.



REVIEW

NES

Kiwi Kraze

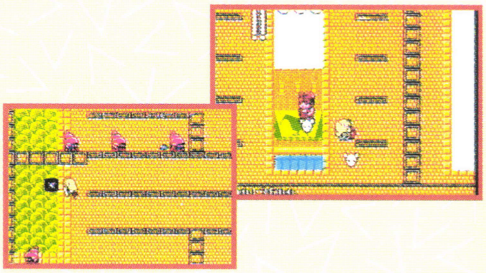
Richard Lashley

Wally Walrus doesn't like kiwi birds. And after hearing about a shortage of kiwis in zoos, he grabs all the kiwi birds he can, including Tiki's girlfriend, Phee Phee.

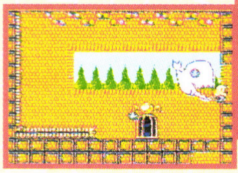
In *Kiwi Kraze,* you join Tiki's five-stage rescue mission. Your only weapon is a bow and arrow, but you can collect weapon power-ups that provide you with bombs or a ray gun.

Strategy isn't a major requirement in *Kiwi Kraze's* run-and-gun action. There are, however, some interesting ways to travel. The warp zones are your best transportation. If you shoot arrows at everything, you might uncover a warp zone that bypasses an entire level. You can also commandeer balloons from flying enemies. Blast the foes, then hop onto their balloons. Besides the typical bear-shaped balloons, there are special armor-plated or speedy balloons in the final levels.

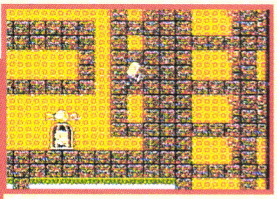
With simple graphics and easily mastered controls, *Kiwi Kraze* might appeal to young or novice players. More experienced players will probably want to send Tiki back Down Under.



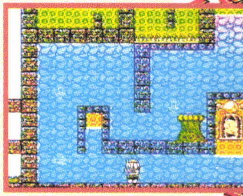
To reveal warp zones, poke around with your bow and arrow. This stage 1-2 warp zone leads to two more zones. Warp to the right to find an extra life — and the exit to this level.



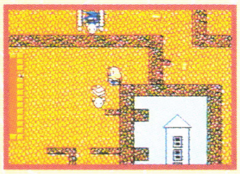
Blast a Flying Teddy off his balloon, then hop on to float past dangerous obstacles.



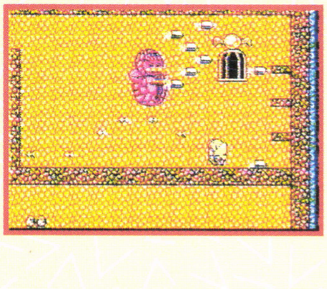
The Ice Whale is the Auckland (stage 1) boss. After he swallows you, dodge the digestive juice and blast the whale's stomach.



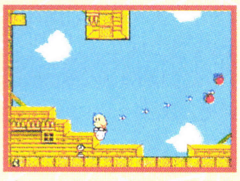
At the end of the first level in Rotorua, skip past your caged friend and climb up the ledges behind him. There's a warp zone at the top that leads to the end of stage 2-3 — *don't* miss it.



The boss of stage 3 shoots bullets which spread out, covering the whole area with hot lead. Jump over the bullets at the far right, then attack the boss between volleys.



In the stage 4 mazes of Cook Strait, the clock is an invisible, but very real, enemy. If you tarry too long, you can expect an attack from this pitchfork-totin' demon.



As you enter Mount Cook in stage 5, grab this Laser Gun for more firepower. This weapon fires through walls, which is handy when you finally face your greatest enemy, Wally the Walrus.

GP

AVERAGE 5

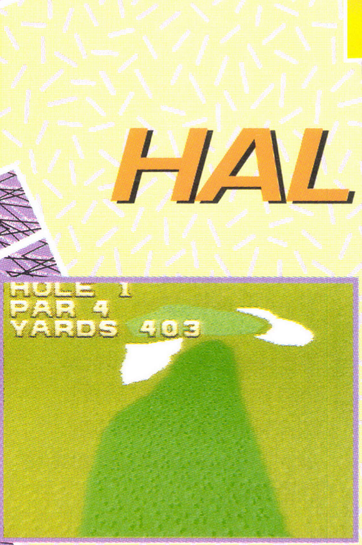
Taito, [illegible] Holbrook Drive, Wheeling, IL [illegible]

REVIEW

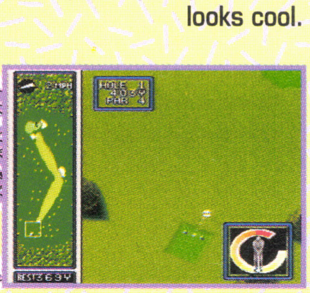
SUPER NES

HAL'S Hole In One

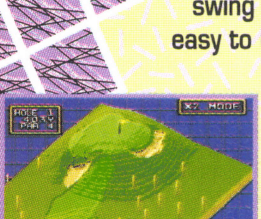
Mathew A. Firme



Before you tee off, you see a scaling-and-rotation heavy fly-by of each hole. It's not especially helpful, but it looks cool.



This is your view of the game throughout play — an overhead view of the course at the left, with a closer overhead of your ball on the right. You set your swing with the swing meter, which is easy to understand and control.



At any time, you can access this three-dimensional view of the course. It's very helpful in planning your next shot — especially when you're putting.

HAL's Hole in One Golf is a solid, enjoyable addition to the growing lineup of SNES sports games. Whether you wish to play a leisurely 18 holes alone, compete against friends, or challenge the 60 pros in a tournament, *Hole in One* delivers great golf action.

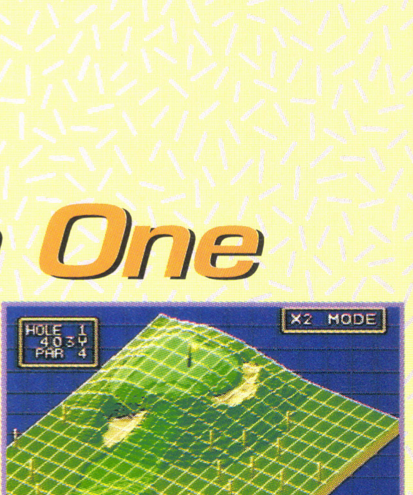
To play successfully, you must consider all the factors — wind speed and direction, stance, lie, and terrain — you would in real life. In this respect, *Hole in One* does a good job of conveying the subtleties of golf without becoming bogged down in details. All the variables are easy to understand, and, with a bit of practice, you'll quickly adjust your game to any circumstance.

The game is full of extras — fly-by previews of each hole, beautiful closeups of your ball as it nears the cup, and a Memory Play option which allows you to replay any holes-in-one, eagles (two under par), or albatrosses (three under par) you score on a hole. But the most helpful extra is the 3-D model you can access on every hole. The model, which shows the rise and fall of the landscape, really comes in handy when you're on the greens.

However, although it does a lot of things right, *Hole in One* isn't perfect. For one thing, the overhead view of the action is pretty lifeless. You see only your ball, never your character or your opponent. You never actually see anyone golfing, a touch that would have gone a long way toward lending the game some realism. Another drawback — you can play only one course. And because the overhead view makes every hole look essentially the same, that one course can grow tiresome pretty quickly.

Still, the strengths of *Hole in One* outweigh its weaknesses. The game is very accessible — and plenty of fun.

GP



For even more help, you can choose to overlay this grid on the 3-D view.

When your putt nears the cup, this dramatic close-up shows the action.

GOOD 6

HAL America: 7873 SW Cirrus Drive; Suite 25-F; Beaverton, OR 97005

REVIEW

SUPER NES

om R. Halfhill

Gradius III

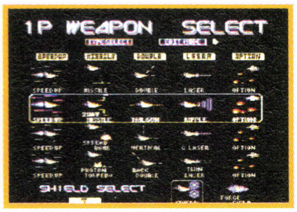
G*radius III* is a heavy-caliber shooter that has a lot in common with two other Super Nintendo games, Irem's *Super R-Type* and Taito's *Darius Twin*. All three games place you in the cockpit of a highly maneuverable spacecraft as you fight your way through side-scrolling screens filled with enemies. Some enemies leave behind power-ups when destroyed so you can boost the power of your weapons and add various kinds of shields and other options. At the end of each stage, there's a huge boss to defeat. But in other ways, *Gradius III* doesn't stand up in comparison to *Super R-Type* or *Darius Twin*.

On the positive side, *Gradius III* offers considerably more weapon flexibility than most other shooters. When you begin, you can choose from several assortments of weapons and shields which are activated as you collect power-ups. Or you can mix and match your own assortment by selecting each weapon individually.

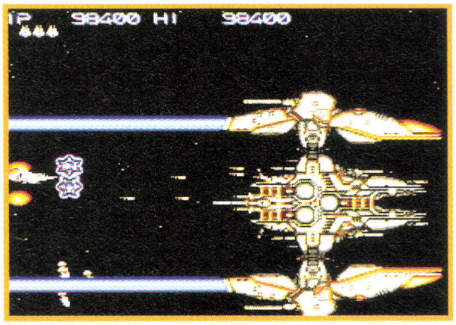
But on the negative side, *Gradius III* suffers from a bad case of Super NES slowdown. When the going gets tough, the action gets sluggish. In some places, the otherwise good graphics flicker like those in an 8-bit game.

The slow motion might be an advantage for players who aren't ready for a super-fast shooter. But advanced gamers are likely to be disappointed.

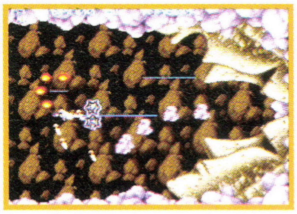
GP



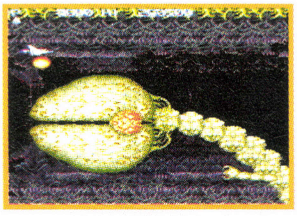
Gradius III lets you choose from all these combinations of weapons and shields — or you can put together your own combinations.



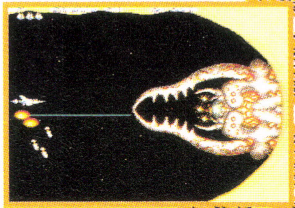
QB2B, the stage 3 boss, is a little more challenging. Don't get above or below these blue lasers, and watch out for a criss-cross beam.



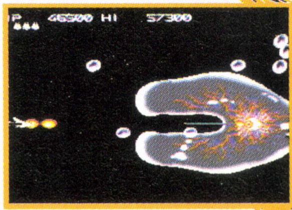
At the end of stage 4, keep shooting the small Easter Island heads released by these two giant statues, while watching for falling rocks.



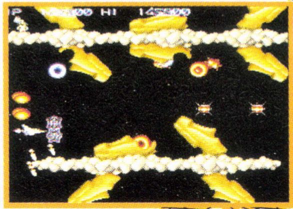
Bulbous, the stage 6 boss, is a giant Venus Flytrap. Stay at the far left and don't get below him. When the pod opens, get ready for a nasty surprise!



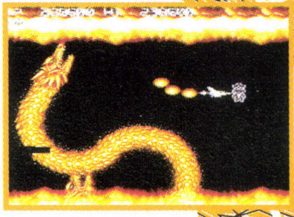
The first boss you meet is the Earwig Scorpion. Don't be scared by those big claws — just keep firing at his center eye.



Bubble Brain is the boss of stage 2. This lump of protoplasm is easy to beat if you shoot a hole through its middle while avoiding the bubbles.



In stage 4, these Easter Island statues shoot deadly ring-shaped missiles. Be careful — some of the statues move suddenly.



This Two-Headed Scorch Serpent guards the end of stage 5. Let him coil around you and concentrate your fire on both heads.

BELOW AVERAGE 4

REVIEW

GAME BOY

LJN: 1 Spring Street, Oyster Bay, NY 11771

Beetlejuice

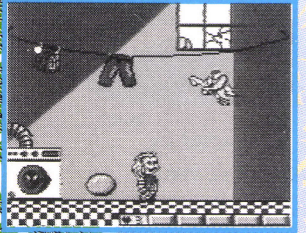
Gary Meredith

Things are tough in the bio-exorcism biz — so tough, in fact, that Beetlejuice was forced to moonlight as a tour guide. He was making some bucks shuttling residents of the Neitherworld through Earth's hot spots until he made the mistake of stopping by the Deetzes' house. The entire busload of supernatural thrillseekers liked the house so much they've taken over! But the unruly ghosts are just part of Beetlejuice's problems. Astoroth, his perennial nemesis, has also made off with Lydia Deetze.

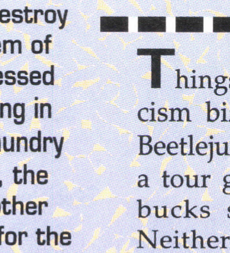
A spinoff of the cartoon, not the movie, *Beetlejuice* is action-packed. Almost every scene is packed with supernatural foes, and even the bonus stages have time limits. After clearing ghosts and ghouls from the seven-room Deetze home (laundry room to attic), you head for the graveyard. A magic portal hidden deep within a mine whisks you away to Neitherworld — and a final confrontation with Astoroth in his hideaway.

Beetlejuice has first-rate graphics, imaginative sound effects, and engrossing game play, with lots of challenging bonus puzzles. For a game with a simple premise, *Beetlejuice* is packed with variety.

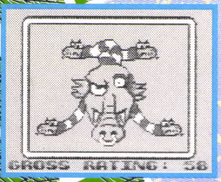
GP



Each time you destroy an item of possessed clothing in the laundry room, the ghost flees to some other garment. Watch out for the bubble ghost in the washing machine.

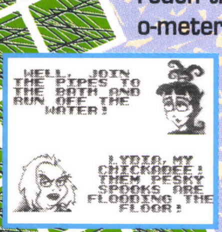


Send the falling kitchen items into the old judge with blasts from your magic plasma shooter. If you don't stay on the table, that cute baby sandworm may take a bite out of you.



GROSS RATING: 58

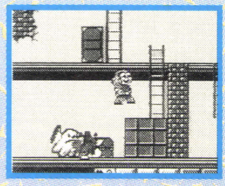
Try to pick disgusting and gruesome facial features with high gross ratings for your scare-off contest. The winner is the contestant who can reach the top of the gross-o-meter first.



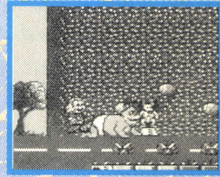
WELL, JOIN THE PIPES TO THE BATH AND RUN OFF THE WATER!

LYDIA, MY CHICKADEE! THEM PESKY SPOOKS ARE FLOODING THE FLOOR!

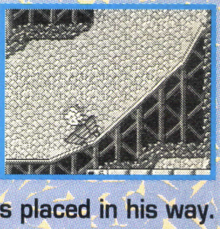
Maybe Lydia won't be as angry with you if you connect all the pipes in the bathroom before it's flooded.



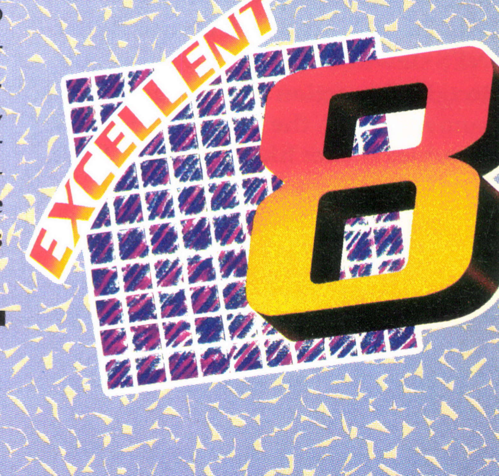
The attic ghosts are trickier than the spooks downstairs– because you can't simply blast them. Instead, use your plasma shooter to lure, trap, or coerce the ghosts.



You can move the misplaced tombstones on the upper levels of the graveyard by yourself. Butyou'll be a midnight snack for that hungry Flytrap unless you let the monster baby move the statues on the road.



The portal to the Neitherworld lies deep inside this mine. All Beetlejuice must do is avoid all the pesky obstacles and bottomless pits placed in his way.



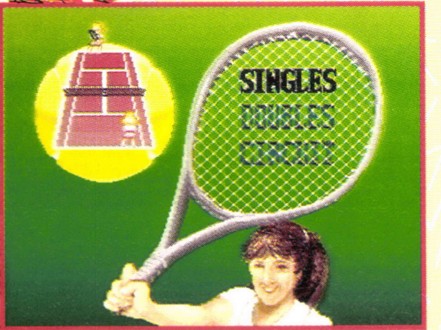
REVIEW

SUPER NES
NINTENDO
OF AMERICA

Nintendo of America; P.O. Box 957; Redmond, WA 98073

Super Tennis

Chris Slate



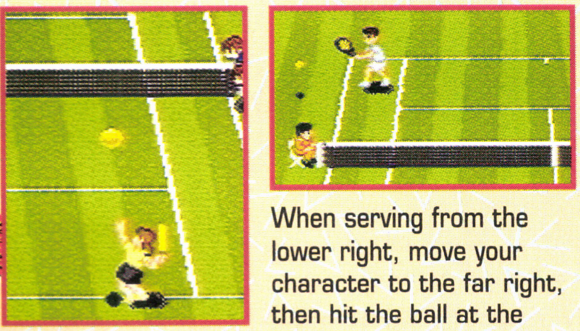
Super Tennis offers singles or doubles play, along with a circuit mode. The latter allows you to play an entire season while saving your winnings with a password.

Although the Super Nintendo has been in stores for only six months, almost every sport has already been adapted for the system. The latest — and quite possibly the greatest — of the line-up is *Super Tennis.*

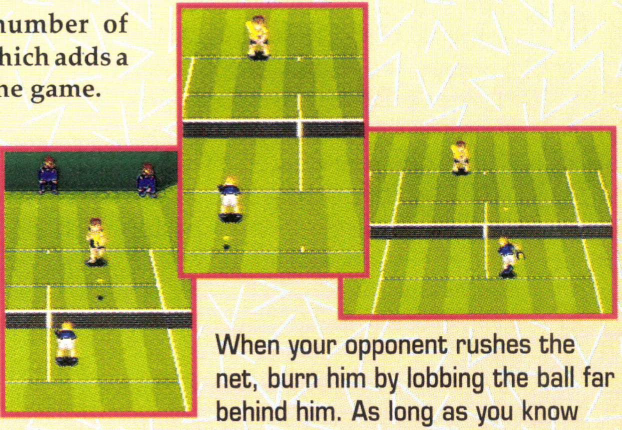
With top-notch graphics and realistic sound (especially when heard in stereo), *Super Tennis* is great fun. You can play against a friend or the computer in a singles or doubles match, or you can make a run for the cup in the world-circuit mode. There is an unusually large number of moves at your disposal, which adds a great deal of strategy to the game.

The only bad thing about *Super Tennis* is that it may be a little too difficult for most players. Even your first computer opponents are very tough to beat until you've mastered all the different techniques. Because of this, it's a good idea to compete with a friend instead of the computer until you're used to the controls.

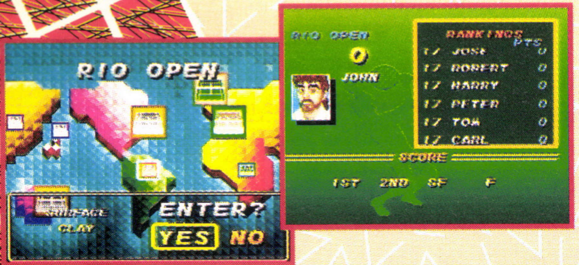
GP



When serving from the lower right, move your character to the far right, then hit the ball at the height of the toss. From the instant you let go of the ball, continue to hold left on your controller. This is a very hard serve for anyone to return.



When your opponent rushes the net, burn him by lobbing the ball far behind him. As long as you know where you are on the court, this is a very effective move.



In the circuit mode, your performance determines the number of points you're given after each tournament. If you're ranked #1 after the championship, you get to see the best ending!

OUTSTANDING 9

REVIEW

SUPER NES

T&E Soft; 953 Mountain View Drive; Suite 167; Lafayette, CA 94549

True Golf Classics: Waialae Country Club

Brian Carroll

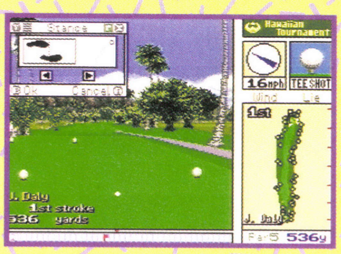
T&E Soft plans to make its *True Golf Classics* a complete series of simulations based on different golf courses. Judging by the first game in the series, *True Golf Classics* is destined for the Hall of Fame.

The setting for this first game is seaside Waialae (WHY-AH-LIE) Country Club in Honolulu, Hawaii (*Pebble Beach* is slated next). It's a great simulation, with realistic, intuitive game play, and smooth, precise animation. The sprawling 7,000-yard, par-72 golf course provides plenty of challenge — you won't master *this* one in an afternoon. If the ever-changing terrain doesn't get you, Oahu's nasty trade winds will.

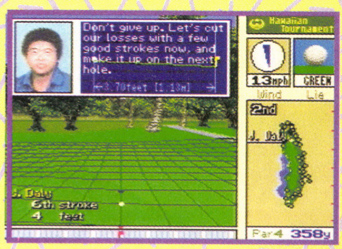
If there's one flaw in *Waialae Country Club*, it's with its putting. If you're on a real putting green, you need a delicate touch and a deft reading of the green's lie. But in *Waialae*, the difference between an eagle and a bogey relies more on good luck than good putting.

Waialae Country Club's windswept landscapes and catchy soundtrack do a fine job of transporting you to the island state. Even if you're hopeless on the links, you're sure to enjoy the change of scenery.

GP

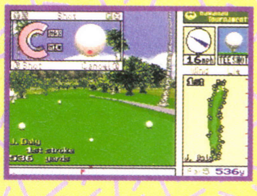

Stance
OK
Cancel
Hawaiian Tournament
16mph
TEE SHOT
Wind
Lie
1st
J. Daly
1st stroke
536 yards
Par5 536y

Next, adjust your stance to hit it straight down the fairway, or to add a fade or draw.

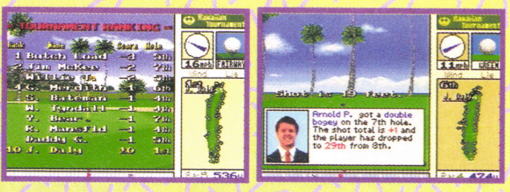

Don't give up. Let's cut our losses with a few good strokes now, and make it up on the next hole.

3.70feet [1.13m]
Hawaiian Tournament
13mph
GREEN
Wind
Lie
2nd
J. Daly
J. Daly
6th stroke
4 feet
Par4 358y

Skillful putting depends on four variables: how well you read the breaks in the green, whether you're putting uphill or downhill, where you're aiming, and how hard you hit the ball.


Hawaiian Tournament
16mph
TEE SHOT
J. Daly
1st stroke
536 yards
Par5 536y

To hit the ball, use the power scale. Use the contact selector to the right if you want to put spin on the ball.


TOURNAMENT RANKING

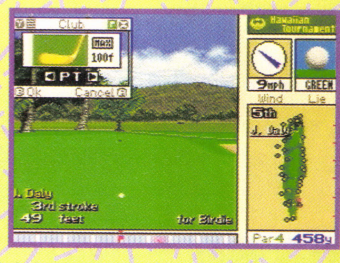
Rank	Name	Score	Hole
1	Butch Load	-3	5th
2	Jim McKee	-2	7th
	Willie Jr.	-2	5th
4	G. Merdith	-1	6th
	S. Bateman	-1	4th
	W. Tyndall	-1	4th
	Y. Bear.	-1	7th
	R. Mansfld	-1	4th
	Daddy G.	-1	5th
10	J. Daly	±0	1st

Shot is 19 feet.

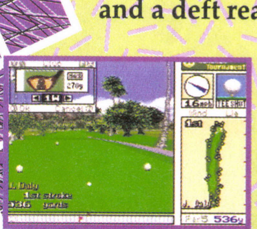
Arnold P. got a double bogey on the 7th hole. The shot total is +1 and the player has dropped to 29th from 8th.

Hawaiian Tournament
16mph
FAIRWAY
11mph
GREEN
Wind
Lie
1st
6th
J. Daly
Par5 536y
Par4 474y

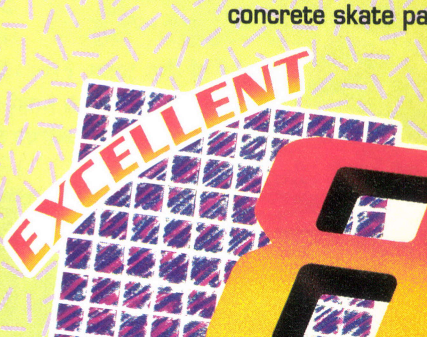
If you opt for tournament play, both a television announcer and the leader board update you on late-breaking developments around the course.


Club
100f
PT
OK
Cancel
Hawaiian Tournament
9mph
GREEN
Wind
Lie
5th
J. Daly
J. Daly
3rd stroke
49 feet
for Birdie
Par4 458y

Waialae's animation breaks down when it comes to bunkers. This sand trap looks too much like a concrete skate park.


Hawaiian Tournament
16mph
J. Daly
1st stroke
536 yards
Par5 536y

You aim your shots by moving right or left with the directional pad of your controller. Once you've taken aim, choose your club.


EXCELLENT
8

The Chessmaster

Selby Bateman

Beginning chess players need plenty of practice, a teacher who patiently (and repeatedly) points out the basic moves, and opponents who play well but can also make helpful suggestions in any given situation. As beginners become experienced players, they need to play against opponents of varying skill levels, including those who know the opening "book" strategies.

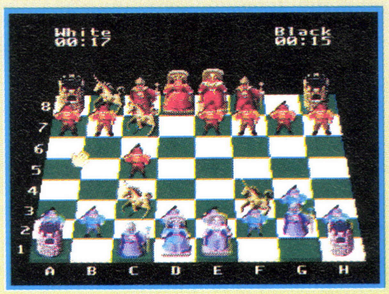
In short, players need *The Chessmaster* for the Super NES. The Software Toolworks has published yet another excellent version of the electronic chess game that has been so popular on computer and, more recently, on the 8-bit NES and Game Boy. The Super Nintendo version looks and plays even better than the earlier NES game, while maintaining the features that have become standard in *The Chessmaster* over the past several years.

The Chessmaster is really the Swiss Army knife of electronic chess programs, containing an array of features capable of satisfying players from beginner to advanced levels. There are 16 difficulty levels of game play, a "teaching" mode, a library of 150,000 opening variations, 3-D and 2-D chess perspectives, take-back options, chess clocks, a "War Room" mode that shows the chess program's "thinking," and a problem-solving mode. The Super NES version also has a medieval fantasy set of pieces in addition to the standard Staunton set.

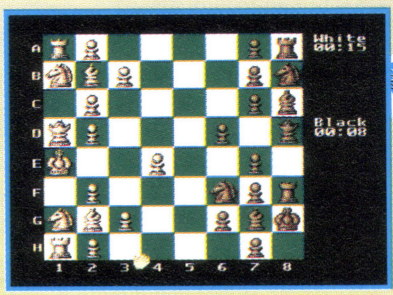
My only complaint is a minor one: the dipsy-doodle background music, which can be turned off (and left off!), and the four-note music that announces each move (get rid of it by turning off your television's sound). But that's clearly a quibble.

If you have any interest in chess, *The Chessmaster* is a must for your Super NES library.

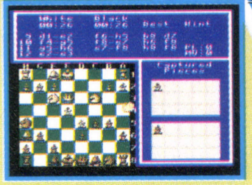
GP



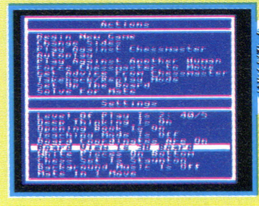
The 3-D Staunton and Fantasy sets are cute, but you probably won't do a lot of actual game playing in these perspectives.



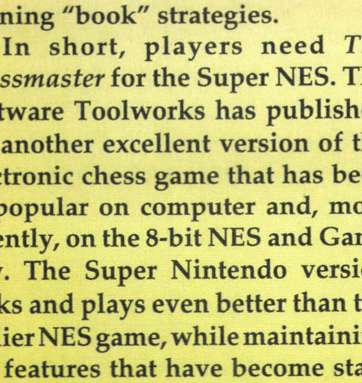
The 2-D Staunton set is the easiest setup from which to play.



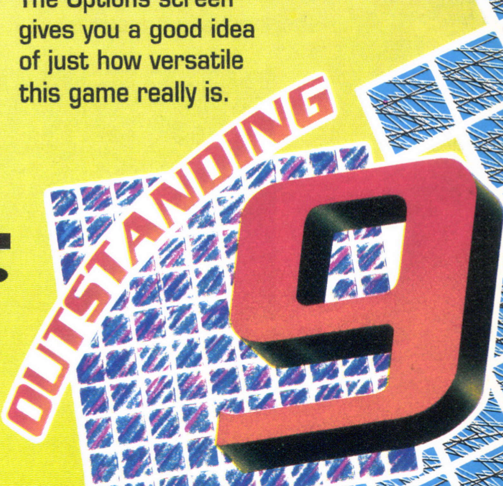
In the War Room mode, you get a list of moves, and you see *The Chessmaster's* "thinking" as well as the pieces that have been captured.



The Options screen gives you a good idea of just how versatile this game really is.



In Teaching Mode, *The Chessmaster* shows all possible moves for each piece.



The Software Toolworks, 60 Leveroni Court, Novato, CA 94949

REVIEW

NES
FCI

Hillsfar

Jeff Lundrigan

Although *Hillsfar* comes closer to following "authentic" Advanced Dungeons & Dragons rules than its predecessor, *Heroes of the Lance*, it may be a poorer game because of it.

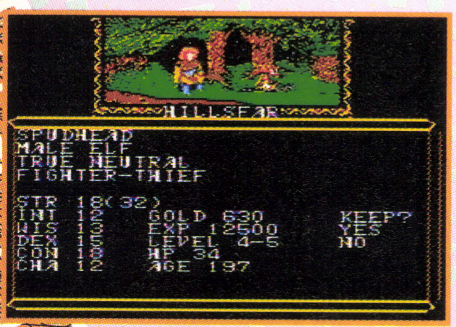
In a time when RPGs (role-playing games) are becoming more storyline-dependent, more colorful, and more playable, *Hillsfar* is almost a step backward. It's certainly a large game, but it's so difficult to get into, you might never find out *how* large.

A great deal of your time — especially in the early stages of the adventure — is taken up wandering around in mazes, tediously picking locks on chests and searching for gold and special items. During these sections you don't even get to fight real monsters — you just bump into guards and retreat to the exits.

Hillsfar isn't the most visually appealing game either. Eight-bit graphics may not be the greatest, but they're capable of more than the muddy browns that seem to dominate this adventure. The scrolling in the mazes isn't even well done.

But if you're an RPG devotee with a lot of patience, *Hillsfar* comes close to capturing the spirit of the book-and-paper AD&D games, and it's certainly a challenge. Anyone just looking for quick fun, though, should be warned.

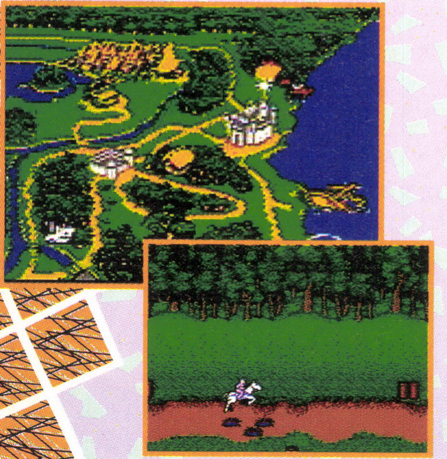
GP



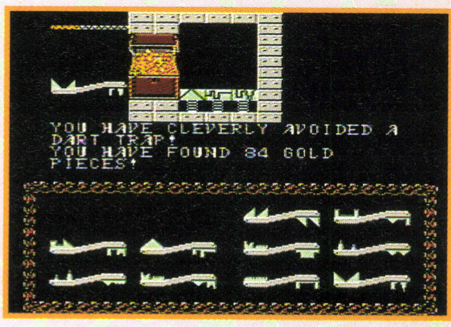
```
SPUDHEAD
MALE ELF
TRUE NEUTRAL
FIGHTER-THIEF

STR 18(32)
INT 12     GOLD 630      KEEP?
WIS 13     EXP 12500     YES
DEX 15     LEVEL 4-5     NO
CON 18     HP 34
CHA 12     AGE 197
```

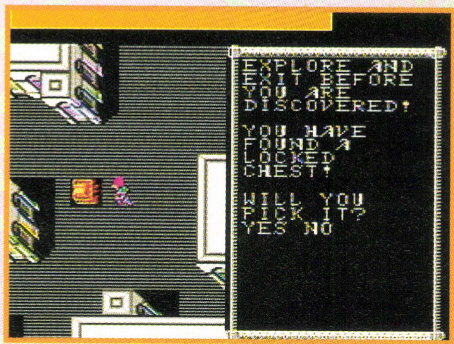
Characters are generated in the traditional AD&D fashion, right down to choosing your character's alignment.



After picking your destination (Hillsfar is the only town you can visit in the beginning), you must actually ride there in a short arcade sequence.



```
YOU HAVE CLEVERLY AVOIDED A
DART TRAP!
YOU HAVE FOUND 84 GOLD
PIECES!
```

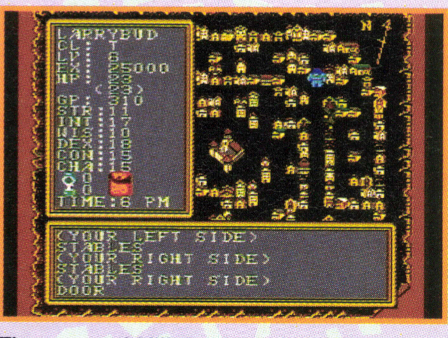


```
EXPLORE AND
EXIT BEFORE
YOU ARE
DISCOVERED!

YOU HAVE
FOUND A
LOCKED
CHEST!

WILL YOU
PICK IT?
YES NO
```

Wandering around the indoor mazes and looting chests takes up a lot of your time.



```
LARRYBUD
CL: T
LV: 6
EX: 25000
HP: 23
   (23)
GP: 310
STR:11
INT:17
WIS:10
DEX:18
CON:15
CHA:15
  0
  0
TIME:6 PM

(YOUR LEFT SIDE)
STABLES
(YOUR RIGHT SIDE)
STABLES
(YOUR RIGHT SIDE)
DOOR
```

The town of Hillsfar is so large that it doesn't all fit on-screen at once. This is just the northeast sector of the city.

BELOW AVERAGE

4

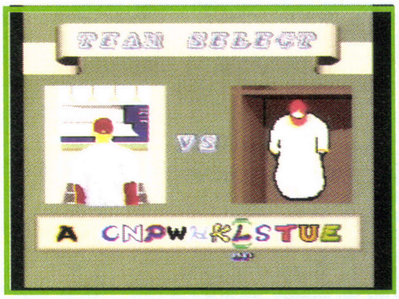
REVIEW

SUPER NES

Super Bases Loaded

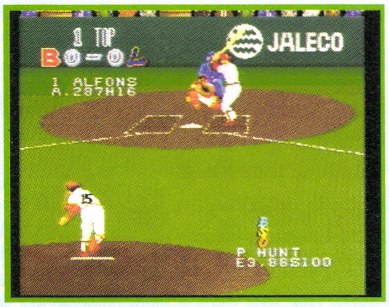
Brian Carroll

A new standard has been set, a new level of realism achieved: *Super Bases Loaded*, the Super Nintendo version of *Ryne Sandberg Plays: Bases Loaded 3*, is a visual masterpiece — and a lot of fun to play, too.

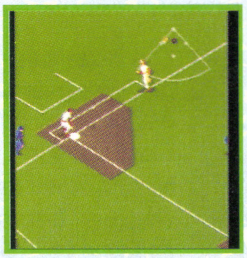


The teams may be fictional, but each has its own stats, strengths, and weaknesses.

No other baseball game available dazzles the eye like this one. From the base hits to the scoreboard ads, its precision and clarity are astonishing. Even the players' uniforms are vivid examples of the SNES's rich palette of colors.

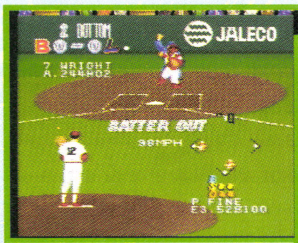


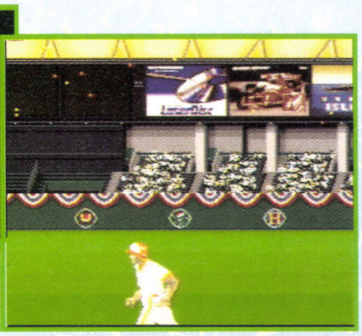
Pitching is simple, whether it's a low inside fastball or a tricky curve.



The play at first.

The game play also sets standards. The field dimensions and player size are realistic in proportion to the action on the field, something rare in most sports simulations. You can also track the location of all nine fielders at the same time, which means your odds of catching a long fly ball are now the same as those of the system-fielded team.





Home runs are rewarded with animation sequences.

Like the 8-bit *Bases Loaded 3*, *Super Bases Loaded* also features a rating system that assesses not only the ballplayers, but *you* as well. Based on variables such as how many bases your players steal, how many base runners your pitcher is able to pick off, and how many times your hitters strike out, your overall performance is analyzed, evaluated, and scored following each win against a computer opponent.

B TEAM
BLOWOUT

Don't let this happen to you — stay ahead in the ninth inning.

OUTSTANDING 9

GP

REVIEW

NES

Captain Planet and the Planeteers

Tom R. Halfhill

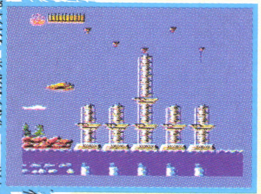
Couch potatoes already know about Captain Planet and the Planeteers from the group's cartoon series. The Planeteers are five heroes whose mission is to stop polluters and poachers. If they combine their strength, the Planeteers can summon Captain Planet, a superhero who's even more powerful.

In this game, you face such enemies as Hoggish Greedly, a corrupt oil baron; Looten Plunder, an elephant poacher; Sly Sludge, a trucker dumping toxic waste; and Duke Nukem, an industrialist destroying the ozone layer.

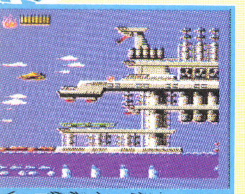
Each of the game's five stages is divided into two parts. First, you pilot one of the Planeteer's vehicles (the Geo-Cruiser, Eco-Copter, or Eco-Sub) in a side-scrolling shooter sequence. Then after you've defeated a boss, you enter a factory or lab as Captain Planet. To get past difficult hazards, Captain Planet can transform himself into an element of nature, such as fire, water, or wind.

It's a good thing the game offers some variety because as a scrolling shooter, *Captain Planet and the Planeteers* isn't much to brag about. The interior scenes are the most interesting, and they also feature the best graphics.

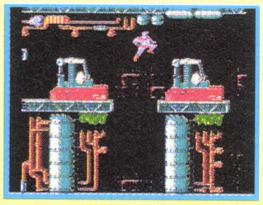
GP



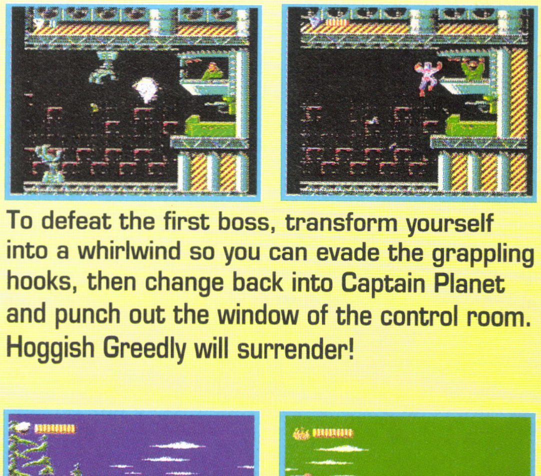
Be careful as you maneuver your Geo-Cruiser past these factory smokestacks — they spit out globs of pollution. Try plugging up the smokestacks with rocks.



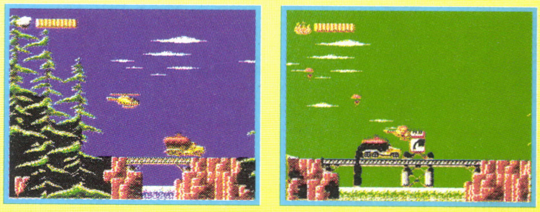
This huge gun platform guards the end of stage 1-1. Blast the gun turrets, then make a couple of U-turns and land your Geo-Cruiser on the landing pad.



In stage 1-2, Captain Planet enters a chemical fac-tory. Avoid the deadly green slime and floating mines while destroying the gun turrets.



To defeat the first boss, transform yourself into a whirlwind so you can evade the grappling hooks, then change back into Captain Planet and punch out the window of the control room. Hoggish Greedly will surrender!



In stage 2-1, you fly the Eco-Copter to stop polluters from dumping waste in Yellowstone National Park. If you don't beat this chemical truck to a bridge, it pours sludge into a river and turns everything gross green!

BELOW AVERAGE

4

Micro Machines

Jeff Lundrigan

M*icro Machines* is something of a rarity: an interesting, well-designed videogame that's based on a popular toy. In fact, *Micro Machines* is unique even among other racing games.

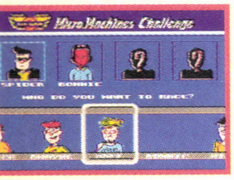
Based on a top-selling line of miniature race cars, the game puts you inside these tiny little machines, whose size allows you to race around in some pretty strange places, such as a breakfast table, a sandbox, and even a bathtub.

Everyday objects take on a new dimension when you're only an inch tall, and each track has its own odd set of obstacles. When was the last time, for example, you had to steer a sports car around a jumble of pencil erasers?

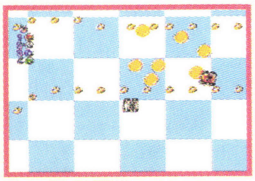
The graphics are simple but colorful, and everything moves exceptionally well. However, *Micro Machines* isn't sophisticated enough to handle split-screen action during two-player, head-to-head races. In order to keep both players on the same screen, the race stops when one player gets too far ahead of the other. When this happens, the player who pulled ahead scores a point, the two cars are evened up, and the race resumes. The race ends when one player either scores a certain number of points or crosses the finish line.

This kind of start-and-stop action is a little annoying, but it's the only disappointment in an otherwise challenging and fast-paced game.

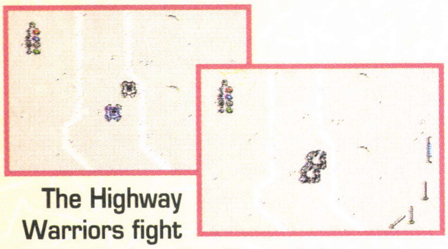
GP



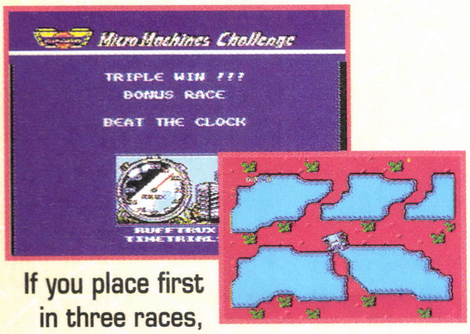
During one-player games, ou choose from 11 different racers, ach with its own style. Spider is easily he fastest and most reliable, so hoose him as your driver.



Although the tracks are clearly aid out, you don't ave to stay inside them. This flexibility allows you to avoid obstacles in which the other opponents almost always get stuck, such as puddles of syrup.

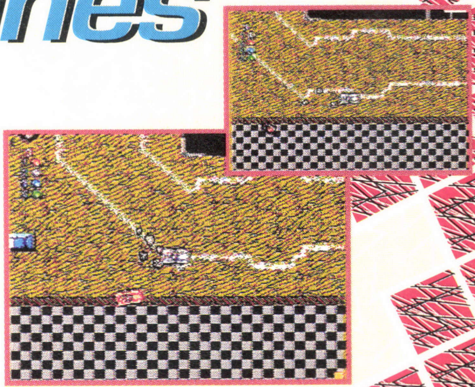


The Highway Warriors fight for survival on the floor of the garage. These cars destroy each other if they collide at a fast enough speed, so watch out!

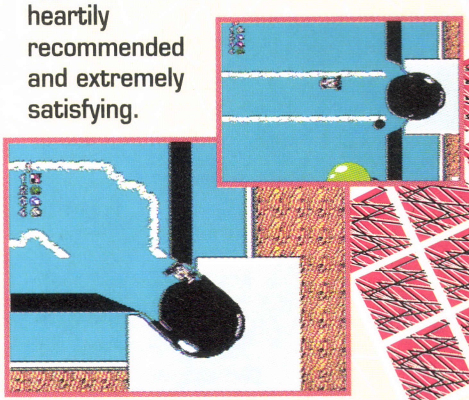


TRIPLE WIN !!!
BONUS RACE
BEAT THE CLOCK
RUFFTRUX TIMETRIAL

If you place first in three races, you get to race alone against the clock in a bonus round. These stages are easily the toughest ones in the game since just as often as not, there isn't any road to follow!



Some tracks are on tabletops, and it's surprisingly easy to fall off the edge into Micro Machine oblivion. However, you can also occasionally bump off an opponent — a practice that's heartily recommended and extremely satisfying.

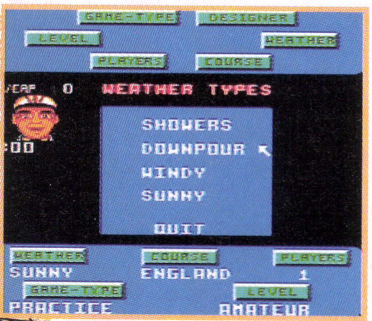


One of the best courses is run on a pool table — you drive down into the corner pocket, then get thrown out the side pocket!

VERY GOOD 7

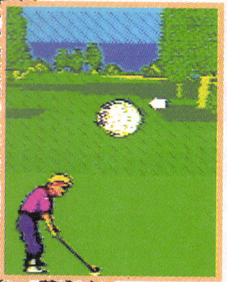
Golf Power

Vince Matthews


GAME-TYPE
DESIGNER
LEVEL
WEATHER
PLAYERS
COURSE
WEATHER TYPES
SHOWERS
DOWNPOUR
WINDY
SUNNY
QUIT

WEATHER SUNNY
COURSE ENGLAND
PLAYERS 1
GAME-TYPE PRACTICE
LEVEL AMATEUR

You can make each game more challenging by customizing everything from the weather to the green.



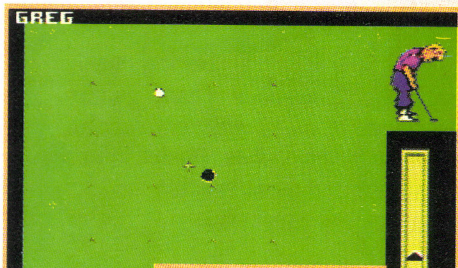
To put topspin on the ball and keep it low, hit the ball near the top. This is a good skill to master — especially when you're trying to keep a ball out of the wind.

When you feel like playing a round or two of Nintendo golf, it's important that the videogame experience be as close to the real game as possible. But *Golf Power*, endorsed by golfing great Greg Norman, is a far cry from an afternoon on the links.

This Virgin Games simulation has an interface clumsier than most sports games. There's no on-screen feedback telling you how many yards your ball traveled, and aiming is a guessing game. In addition, the graphics are a throwback to early Nintendo games. Course layouts are so blocky that it's sometimes hard to tell just where the obstacles are.

Golf Power's saving grace is its course-creation mode, which lets you design holes from scratch. But even this inventive feature doesn't make up for the game's faults.

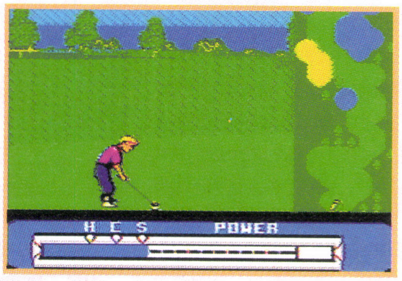
GP



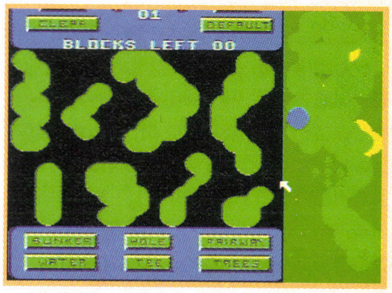
SHOTS 4

Carefully line up each putt.

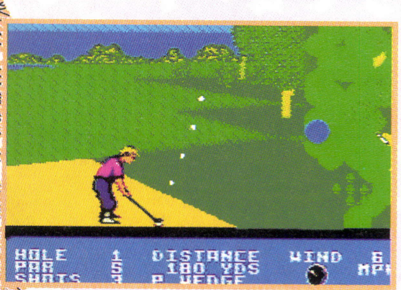
Par!



The white block indicates the length of your drive.


CLEAR
01
DEFAULT
BLOCKS LEFT 00
BUNKER
HOLE
FAIRWAY
WATER
TEE
TREES

The creation mode allows you to model a course from an existing one, or design one all your own.



HOLE 1
PAR 5
SHOTS 3
DISTANCE 180 YDS
P WEDGE
WIND 6 MPH

When you're in a bunker, you can sometimes get a better drive with a pitching wedge instead of a sand wedge.

BELOW AVERAGE 4

NINTENDO ENTERTAINMENT SYSTEM
PRINCE of PERSIA
BY JORDAN MECHNER
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Official Nintendo Seal of Quality

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7UP

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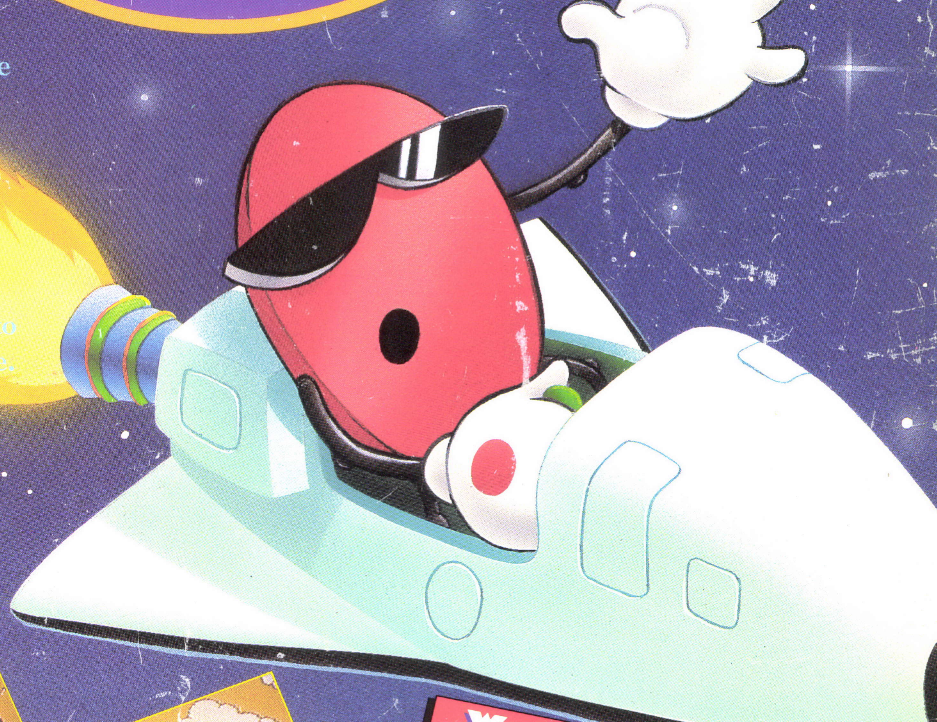

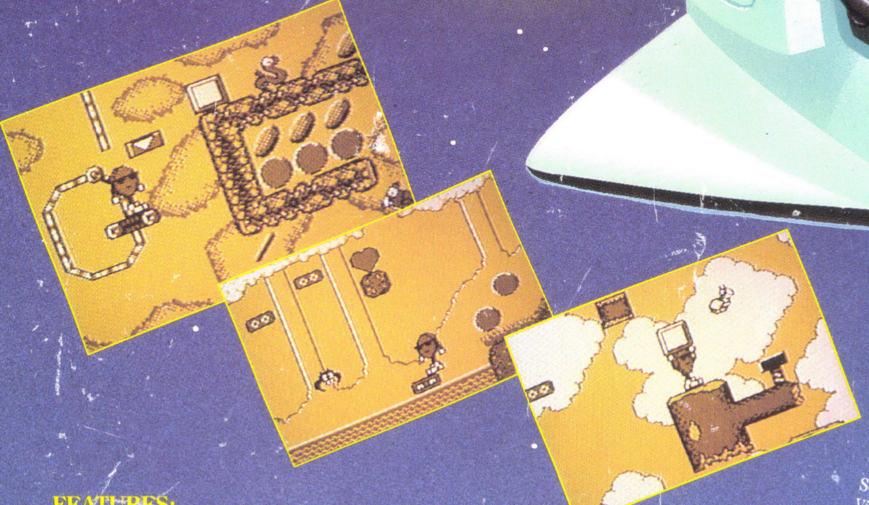

FEATURES:

- Placeable track and platforms which you control
- Breakaway tracks that let you move from one track to another when you want
- A special bonus level

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